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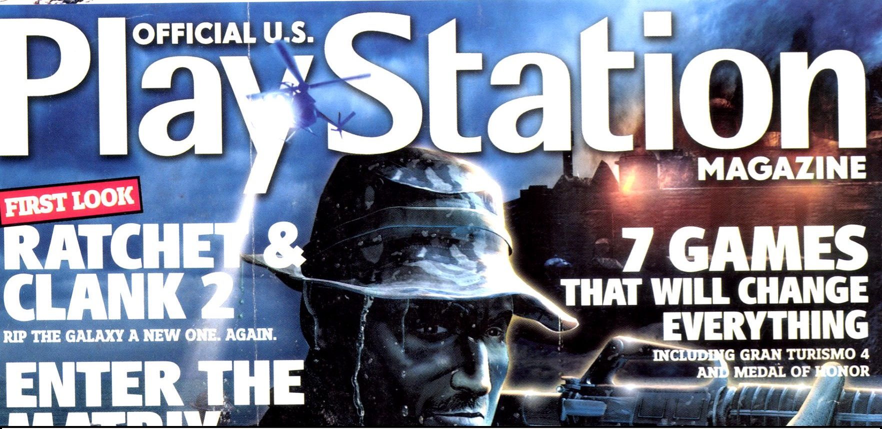

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Official U.S. PlayStation Magazine Issue 69 (June 2003)

WORLD EXCLUSIVE

SOCOM 2 U.S. NAVY SEALS

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SPLINTER CELL
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1338 RATINGS
★★★★★

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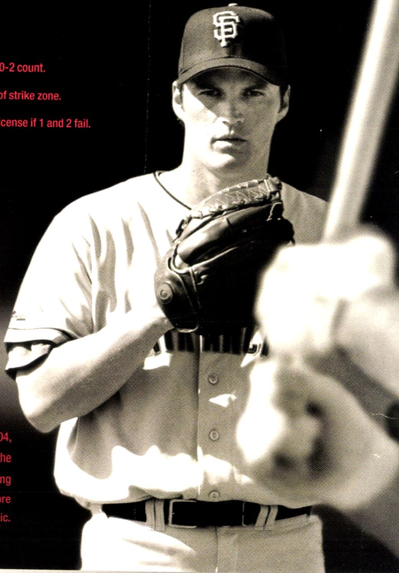
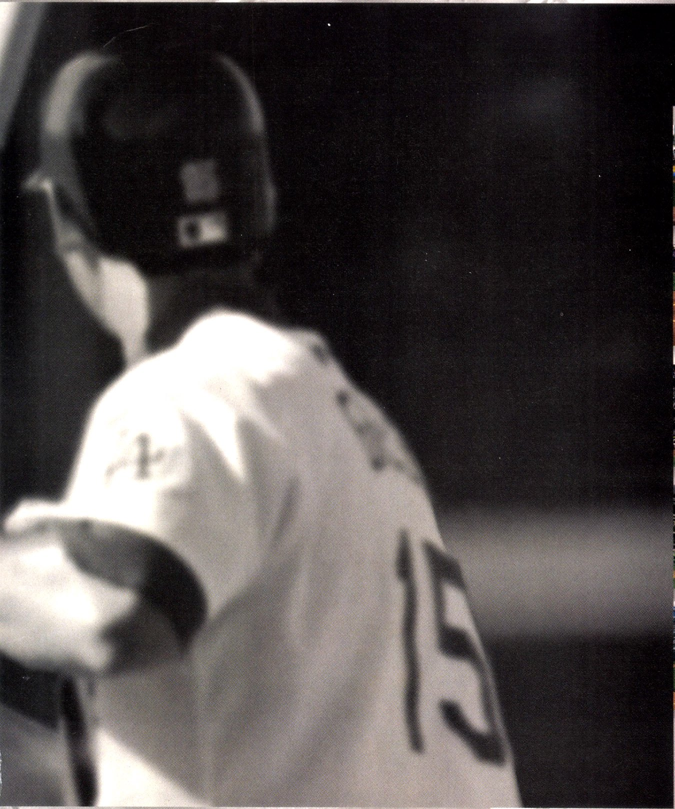
1. Must remember to throw slider on 0-2 count.
2. Must remember to keep slider out of strike zone.
3. Must remember to get real estate license if 1 and 2 fail.



LOCATION, LOCATION, LOCATION. Welcome to the harsh reality of MLB™ 2004, our most authentic, cage-rattling baseball experience ever. This season, we swung for the fences and made gameplay trademarks like Total Control Pitching,™ Batting and Fielding even more realistic. Hitting the cheap seats is more challenging, getting shelled is more humiliating, and, in between the roars of the crowd, you can almost hear the chin music. MLB™ 2004. It's game time.

PlayStation®2



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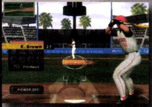

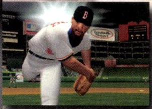

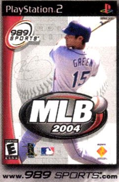

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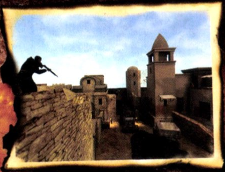
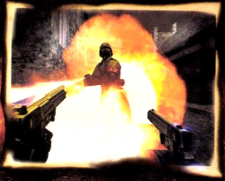
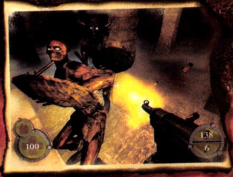


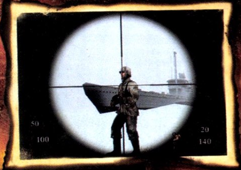
Traverse forests, cities, Egyptian villages and crypts across over 30 levels.



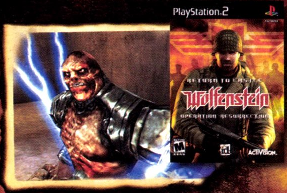
Unleash a brutal arsenal of authentic and experimental weapons.



Escort captured Panzer tanks and shred the undead into oblivion.



Infiltrate top-secret airfields and compounds and silently assassinate Nazi officers.



Face complex enemies who coordinate attacks and anticipate your every move.

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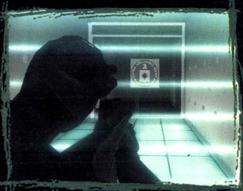


PLAYSTATION 2
COMPUTER ENTERTAINMENT SYSTEM SCREENS SHOWN

"The PS2 version offers a terrific balance between straight-up action and stealth. It's a must buy for most any gamer."

Electronic Gaming Monthly ~ **Game of the Month**

PLAYSTATION 2
COMPUTER ENTERTAINMENT SYSTEM SCREENS SHOWN

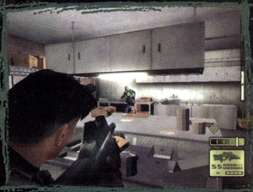
"You'll see a lot of funky effects that, according to what we've been told in the past, the PS2 can't do."

Official PlayStation Magazine ~ **4 1/2 stars out of 5**

PLAYSTATION 2
COMPUTER ENTERTAINMENT SYSTEM SCREENS SHOWN

"Splinter Cell for PlayStation 2 received a fun factor score of 5 out of 5!"

GamePro ~ **5 out of 5**



PLAYSTATION 2
COMPUTER ENTERTAINMENT SYSTEM SCREENS SHOWN

"No other game encompasses the stealth concept better than Splinter Cell."

IGNPS2 ~ **9.1 out of 10**

PlayStation 2

PC CD-ROM SOFTWARE

XBOX

TEEN
T
CONTENT RATED BY ESRB
Blood and Gore Violence

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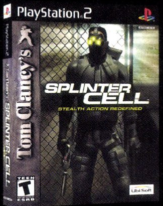
Redefined with **all-new cinematics** and **four exclusive new levels**, the best in stealth combat just got even deadlier. Thermal goggles, prototype guns, and the ability to use your enemies as human shields are just a few of the weapons and tactics in your arsenal. You have been entrusted to protect America's freedoms. You are Sam Fisher. You are a Splinter Cell.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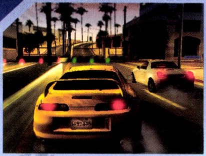

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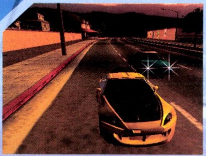

>> Outrun the cops on the streets of Miami, Philly, and L.A.

TUESDAY 10

Just touched down in L.A.

Picked up headers and an intake.

Gotta find a dyno.

WEDNESDAY 11

I love rich kids.
They race for pinks and can't even shift.

Fools giving away their girlfriends and their cash by making me race.

It's like delivery.

THURSDAY 12

Back seats? Gone.
Rims? Tucked.
Body kit next week.
Turbocharger on my mind...

To Boost or not to Boost?

THAT is the Question...

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>> High-stakes racing with true physics and real damage!

FRIDAY 13

3 strikes. 2 cops. 6 gears.

One more ticket and
I trade in my license for
a bus pass.

Need nitrous.

SATURDAY 14

Hooked up nitrous. 100 shot.

Had to squeeze on a V8...
again. Just sad.

Now where did I put
Sasha's number?

SUNDAY 15

Last night, took Sasha
on the inside curve.

Tonight, she's taking me...

SRS STREET RACING SYNDICATE™

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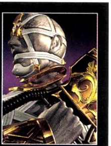
CONTENTS

THE REASON TO PLAY ONLINE 2

Your favorite online game, only better



John Davison
Editor-in-Chief

Over a million of you have bought the first *SOCOM*, and it's safe to say that it's the driving force behind getting people to hook their PS2 up to the Internet. It's the elusive "killer app" for Sony's online gaming strategy, and probably for online console games in general, as well. Log on to the servers between 6 p.m. and 10 p.m. EST on any given night and you'll be joining 13,000 other gamers keen to team up and kick some ass. Oddly, few of you choose to take advantage of the game's most unique feature, the voice chat, and prefer to express yourself through the use of a silenced automatic weapon and a handful of frag grenades.

We've been fans of the original since day one, so the prospect of getting the first-ever look at the sequel had us all pretty excited around here. Although many of you will be expecting little more than a mission pack for the original, the team at Zipper has done an amazing job of improving the game in every possible way. They tell us their goal was to "overdeliver" on features, and even though we're still six months away from seeing the game in stores, it's clear that their goal will be achieved. See page 90 for the full story.

ABOUT OUR CONTRIBUTORS

JOHN SCALZI
He's a writer of science, fiction, and science fiction; a media reviewer and an ordained minister—and he's just signed a two-book publishing deal with fantasy/sci-fi supergroup TOR. You can find out all the sordid details at www.scalzi.com.

RYAN LOCKHART
Ryan's our man on the inside (which is why his column is called The Insider), slaving away in front of a hot computer at 7 Studios in L.A. Before his current gig, he made the rounds of all the gaming mags and sites, including *EGM*.

DAVID KUSHNER
Based in New York City, David writes for little newsletters like *Rolling Stone*, *Entertainment Weekly*, and *Spin* when he's not getting all academic on our collective asses. This month, he whipped up our Videogames 101 feature.

PENNY ARCADE
These guys know their games, so when they make a comic about videogames, the comic tends to be funny. And most of their comics are about videogames. Now, what does that tell you? Visit them anytime at www.penny-arcade.com.

Videogames Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about videogame content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

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EARLY CHILDHOOD RATING	**EVERYONE RATING**	**TEEN RATING**	**MATURE RATING**	**ADULTS ONLY RATING**
Deemed suitable for children 3 or older. Products carrying this label have absolutely no material that would be considered inappropriate by parents.	The E replaced the previous K-A rating last year. Suitable for kids ages 6 and up, E-rated games may contain minimal violence or crude language.	Contains suggestive themes; mild or strong language; and animated violence. Some parents may want to supervise children playing T-rated games.	These games contain more adult themes, such as blood and gore; stronger language; and sexual themes. Deemed not suitable for those under 17.	The extreme of the ratings, suitable for adults only. Packs sexual themes and extreme violence. Console manufacturers have yet to allow an AO-rated game.

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SALES AND MARKETING
Group Publisher Lee Uniacke
415-357-4910 • lee_uniacke@ziffdavis.com
Group Associate Publisher Stan Taigen
415-357-4915 • stan_taigen@ziffdavis.com
BAY AREA
Mary Gray, District Sales Representative
415-547-8782, fax: 415-547-8777
Aaron Gallion, Account Executive
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Julie Knapp, District Sales Manager
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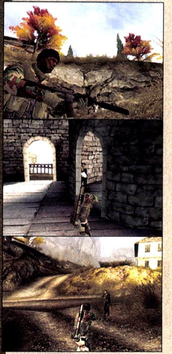
SOCOM 2: U.S. NAVY SEALS



THE CLEANUP PHASE

But wait, there's more—a *lot* more. "One of the things we're exploring," says Luisi, "is being able to put all the online levels from *SOCOM* into *SOCOM 2*. We're going to improve the artwork a lot and probably change some of them from daytime to nighttime, make the level look slightly different. So if you had a favorite level in *SOCOM*, you'll be able to play it in *SOCOM 2*. That means we'll have 22 different maps for online play."

"And we're taking the time to modify not just the look of the old levels," says Sears, "but also put in (in a limited way) more cover, grass, shrubbery, foliage, maybe add a turret....I always describe them as 'remixes.' They're very recognizable as levels from the original, but at the same time, they have been gifted with a lot of new touches."

"And we'll fix all the glitches," notes Luisi. "We already have a fix in to prevent people from going outside the levels. We're also working a lot on the GameShark and Code Breaker cheats, to try to prevent those. It's pretty complicated, but we're hoping to be able to prevent them 100 percent. The whole online experience is going to be a lot more glitch free."

As if that wouldn't be enough to convince us that they really had thought of *every*thing, Luisi fires a parting shot. "The L3 issue [that is, the tendency for some players to accidentally switch to single-fire mode in the heat of battle] is something people really hate. People are actually selling modified controllers on eBay with a 'safety' switch that disables the L3 button. So we're looking into making it a double-tap or something so that it's not as easy to accidentally switch your firing mode."

"And then there's the stance control," he finishes, "which is already much improved. Now it's pressure sensitive: If you're standing and you push Triangle hard, you'll go prone; if you just tap it, you'll crouch. It's a lot more intuitive, and much quicker. We've also fixed all those unexpected stance changes, where you'll be crouching, run into a wall, and stand up. The goal is to never have the game change the stance on you."

MISSION ACCOMPLISHED

We're stunned. We've rarely witnessed a game studio so committed to making the sequel that the *players* want, systematically knocking down every major issue players had with the original. "The general framework that's been the guiding light all the way through," says Bosler, "is that this is a true sequel. We're really trying to move every element a big step forward—whether it's A.I. or technology or graphics or gameplay. There are new things we're doing; it's not just improvements on what we had before. Our goal is to make people say, 'Wow, this really moved into a new dimension.'"

And rarely has it seemed like the fans themselves had so much input into the future of a beloved game. "There are lots of bulletin board threads that we forward around here," says Bosler, "where people will say, 'What would you want to see in a *SOCOM* sequel?' And people seem to be thinking it probably won't come out for a couple years, or it'll probably be just an expansion pack or something. So our goal is to sneak in there and really overdeliver. We want to blow them away and let them know that we listened."

CAN THE CHATTER

You'll be hearing a lot more conversation going on in *SOCOM 2*. "We were actually pretty ambitious with dialogue in *SOCOM*," David Sears tells us. "This time, we're even more ambitious. We're recording more than 10,000 lines, and we're going to use SAG [Screen Actors' Guild] talent, so there should be a pretty big improvement in the quality of the voiceovers. We're exploring the possibility of having 'known' talent do the voiceovers, but we'll see who we can get."

New areas of operation make for all-new uniform ensembles.

Being dead won't be such a bad thing in *SOCOM 2*. You'll have a lot more to look at as you piggyback on teammates.

> **"Our goal is to sneak in and overdeliver"**
> **—Jim Bosler, president**

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EARLY CHILDHOOD

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EVERYONE

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RATING PENDING

Product has been submitted to the ESRB and is awaiting final rating.

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ELECTRONIC GAMING MONTHLY
PlayStation
COMPUTER GAMING WORLD
GAMENOW
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GAMERS.COM

REVIEWS

Making the world a more perfect place.

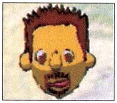
GAME OF THE MONTH

MAGIC PENGEL

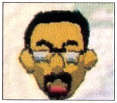
THE QUEST FOR COLOR

Color us surprised—this quirky RPG stole the show this month—so much so that we made Doodles of the whole team. Check out the stats everyone ended up with.

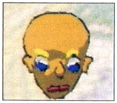
MEET THE DOODLES



JOHN DAVISON
Hit points: 187, Magic: 19, Attack: 73, Defense: 77, Agility: 64, Luck: 3
Current Favorites: *Soul Calibur 2, SOCOM*
Favorite Genres: Driving, killing, driving and killing



GARY STEINMAN
Hit points: 107, Magic: 15, Attack: 42, Defense: 44, Agility: 36, Luck: 1
Current Favorites: *.hack, Magic Pengel, Soul Cali 2*
Favorite Genres: RPG, Platformers



JOE RYBICKI
Hit points: 79, Magic: 14, Attack: 30, Defense: 31, Agility: 24, Luck: 2
Current Favorites: *Soul Cali 2, SOCOM 2, Magic Pengel*
Favorite Genres: FPS, Puzzle, Online killing

CHRIS BAKER
Hit points: 108, Magic: 15, Attack: 42, Defense: 44, Agility: 34, Luck: 9
Current Favorites: *X2: Wolverine's Revenge*
Favorite Genres: Action, Adventure, Sports, Strategy

SAM KENNEDY
Hit points: 80, Magic: 14, Attack: 31, Defense: 33, Agility: 27, Luck: 1
Current Favorites: *Soul Calibur 2, Zelda* (yeah, it's GameCube...shhh...)
Favorite Genres: Action

TODD ZUNIGA
Hit points: 81, Magic: 14, Attack: 32, Defense: 33, Agility: 25, Luck: 5
Current Favorites: *Winning Eleven 6*, Stanley Cup Playoffs, Def Poetry Jam
Favorite Genres: Sports

REVIEWS

Prior to E3, there's usually a dearth of great games. This year is no exception.

PS2 GAMES

103 Auto Modellista ★★½
105 Choplifter: Crisis Shield ★★★
105 G1 Jockey 3 ★★★½
105 Gallop Racer 2003: A New Breed ★★★
104 .hack//MUTATION ★★★★
106 Magic Pengel: The Quest for Color ★★★★
105 Mobile Light Force 2 ★★★½
107 Music Maker ★★★★
107 Walt Disney's The Jungle Book: Rhythm n' Groove ★★★
108 X2: Wolverine's Revenge ★★★

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107 Dragon Ball Z: Ultimate Battle 22 ★
109 Marble Master ★★½
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107 Turnabout ★★★★

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109 Gameshark 2 Video Game Enhancer, Version 3 ★★★★
109 Multimedia Docking Station ★★★½
109 USB Keyboard ★★★★

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auto modellista
auto model

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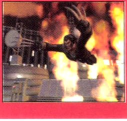
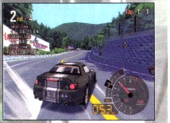
ONLINE,
Offline
.hack plays with your head

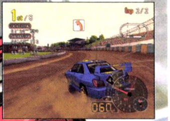
106
COLORFUL
Draw your weapon
Doodle your way to victory

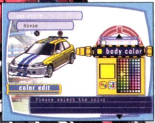


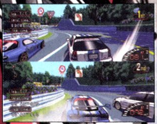
108
WOLVIE:
The original claw daddy
See Logan run in *X2*

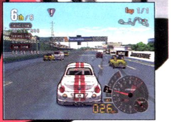
o modellista

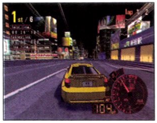


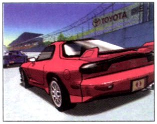












AUTO MODELLISTA

Not the ultimate driving machine

Publisher: Capcom **Developer:** Capcom **MSRP:** $49.99 **ESRB:** Everyone

I am spectacularly disappointed. The prospect of playing a hardcore sports-car-racing game online really tickled my fancy. The prospect of doing so while being dazzled by gorgeous and distinctive cel-shaded graphics went beyond tickling my fancy and into the realm of something that's probably illegal in some states. Why am I disappointed? Because, aside from looking gorgeous, *Auto Modellista* is an absolute pig.

In a game presenting itself as a hardcore racing experience, you'd expect a gripping and exhilarating ride that adequately conveys the power of the vehicles offered. I was shocked when I first booted up the game, slipped into a Nissan 350Z, and found myself grappling with something that controlled like the tires had been slathered with Vaseline and I was racing on ice. The handling in *AM* is, in a word, pathetic. So pathetic that it makes you wonder if the folks behind it have ever been in the same neighborhood as a car, let alone driven one with the intent of adequately studying its dynamics.

Nail the gas in any car—front-wheel or rear-wheel drive—on even the slightest bend and you'll be subjected to oversteer so hellacious that 180s are frequent. Hurtle into a bend too fast, ease off the throttle, and then turn in gently, and you get oversteer that feels like you're in a 20-ton truck sliding across a highway made of butter. It's clear the developers dialed down the realism to make things more...oh, I dunno, arcadey or *Ridge Racer*-y or whatever, but what they ended up with was something more crappy. Only by employing a featherlike touch on the analog sticks will you get through a race.

Perhaps to make up for the lousy controls, the single-player game boasts the most ludicrous case of rubber-band logic I've seen in a long time. I was so far behind in some of the races that I considered just giving up—and then a few minutes later, I was in the lead. What happened? Did everyone *else* just give up?

The opportunities for greatness throughout *Auto Modellista* are many and varied. If the handling didn't suck so much, this could have been one of the best racers since *GT3*. The degree to which you can customize is simply spectacular, but in the absence of adequate controls and handling, all the cosmetic bells and whistles lose some luster. There's a more-than-respectable selection of vehicles to choose from, and as you win races, you can modify a car's appearance with new wheels, crazy rear wings, and custom decals you can draw yourself with the game's reasonably useable editor. Building a car that's uniquely yours is an easy thing to do, and this leads us quite nicely to the next unique part of *AM*: the online play.

Having a keyboard handy is a definite plus. Setting things up takes an inordinate amount of time, due mostly to the incredibly slow input system the game employs as it asks you for, frankly, rather more personal information than I'm used to giving a game. Capcom's hosting deal with Sega works well, and though connecting to the SNAP servers seemed excruciatingly slow, once you're on, the whole thing runs smoothly. Navigation is much like that in *SOCOM*: You find a "room," chat while you're waiting for the game to start, and you're off. If you can handle the game's fundamental inadequacies, you'll probably have a reasonably good time.

I, however, cannot handle the game's fundamental inadequacies, and thus will be happy never to play the thing again, ever. With titles like *Midnight Club 2* raising the bar so high, I think it's shocking that Capcom messed this up so badly. Nevertheless, I still think it has massive potential, so let's hope the inevitable sequel fixes all the problems.

John Davison

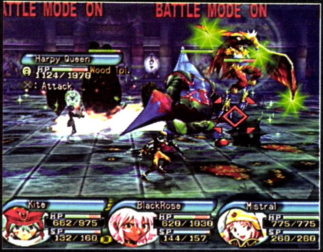
✪✪◐

It's like a MMORPG, only without all the maladjusted trolls!

.hack//MUTATION

More of the same–but much, much better

Publisher: Bandai **Developer:** Cyber Connect **MSRP:** $49.99 **ESRB:** Teen



BATTLE MODE ON

What a difference a few months make! In January, when I began playing the first chapter of this serialized RPG, I had tons of seemingly insurmountable issues. The game was clunky. Ugly. Unfair. But then it happened. I fell in love with *.hack*. I saw past its flaws and into its lovely depths, dazzled by the daring story, blown away by the bold direction, mesmerized by the meta mind-twisting interplay of the game-within-the-game.

But love isn't blind—not in my world. In fact, I'm a firm believer in the concept of "what have you done for me lately."

.hack//MUTATION is doing a heck of a lot for me lately.

Just don't call it the honeymoon phase. See, all love is conditional—and *MUTATION* has *earned* my love over and over during the 25-plus hours it's taken me to beat it.

That might seem like an odd thing to say, considering that *MUTATION* is essentially more of the same stuff *INFECTION* offered. So, what's the difference? Now, everything works so darn well. In the game's first chapter, I spent far too many excruciating hours learning the intricacies of the battle system, leveling up, figuring out how to nab the best items, mastering the fine art of trading with other NPCs—and dying. Dying *a lot*. Not so this time. In fact, I got wiped out only a handful of times in *MUTATION*, and in most cases, it was my own fault for not paying enough attention.

That doesn't mean the combat won't keep you on your toes. Battles remain a challenge, but a manageable one. Now that I know what I'm doing, I'm able to apply new layers of strategy to my actions, equipping the right items for the right dungeons, picking the best party for every area, and constantly readjusting my tactics by shouting out new orders to my comrades. There's so much depth to the real-time battles—but only if you seek it out. Sure, you can aimlessly hack away en route to victory, but that won't be nearly as fun. Still, it's worth considering: If you're not interested in plumbing the depths of *.hack*, you probably won't enjoy it as much as I did. I also wish there were more boss battles, since the few in *MUTATION* are visually spectacular and heart-thumpingly thrilling.

Of course, the battles are mere filling when it comes to the story. *MUTATION* picks up right where *INFECTION* left off, and it doesn't disappoint. (Don't bother playing this until you've played the first; *.hack* is a serialized game that won't make sense separately.) The concept remains as fresh as ever, built around the trippy idea of playing a massively multiplayer online RPG that's neither multiplayer nor online. The nontraditional narrative had me jonesing for the next tidbit of info in this sci-fi mystery that questions the very essence of life. And the cliffhanger ending blew me away.

But my favorite part of *MUTATION*? Uncovering all the extras and secrets in the game—stuff that was there in *INFECTION* but became apparent to me only as I played on. There's neat stuff, like the fact that you can affect your friendship with other pseudoplayers by spending more time with them and giving them high-quality gifts (just like in real life!). The more they like you, the more e-mails they'll send you—and the richer the experience becomes.

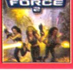
It's this kind of extra depth that helps round out an already compelling experience. At the very least, it's enough to keep me coming back for more, eagerly awaiting the next chapter in this utterly unique franchise.

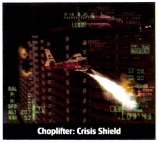
Gary Steinman

★★★★

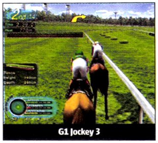
21 Number of years since the first *Choplifter* hit the Commodore 64 and Apple II.

HUH? Compare the screenshots below to the cover art at right. Do you see a resemblance? Neither do we.

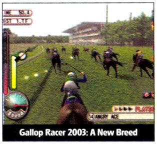




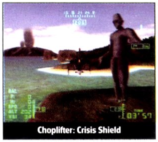
Choplifter: Crisis Shield



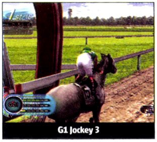
G1 Jockey 3



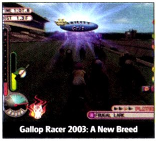
Gallop Racer 2003: A New Breed



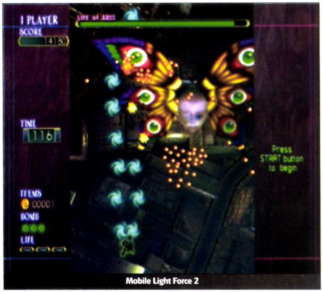
Choplifter: Crisis Shield



G1 Jockey 3



Gallop Racer 2003: A New Breed



Mobile Light Force 2

CHOPLIFTER: CRISIS SHIELD

Publisher: Xicat
Developer: Garden
MSRP: $3999 **ESRB:** Rating Pending

I just had a moment of déjà vu: I thought I was playing the wholly mediocre *City Crisis* of a few years back. That game and this one share a variety of eerie similarities (beyond the word "crisis," I mean).

Like *City Crisis*, *Choplifter* puts you in the pilot seat of various helicopters and sends you out on a series of rescue missions. But don't expect the arcade action of *City Crisis*, or even that of the original *Choplifter* from which this game draws its name. This is more simulation than mindless diversion, and the pacing is far from lightning quick.

Take, for example, getting into the game itself. Before you can take a sightseeing tour in the most basic chopper, you're forced to complete six mandatory Lesson missions. Finish those and you get to move on to six Trial missions. Only after those 12 missions can you access the real meat of the game, the Rescue missions—and as far as I can tell, there are only six of those.

This is not to say that *Choplifter* has no replay value; if you perform well in a mission, you'll get points to trade in for helicopter upgrades, extra modes, and other peripheral goodies. But I find it surprising that as it stands, there are more training missions than actual game levels.

I'd have preferred quicker action and easier controls, but if you're looking for *City Crisis'* slightly more mature older brother, you've found it.

Joe Rybicki

★★★

G1 JOCKEY 3

Publisher: Koei
Developer: Koei
MSRP: $4999 **ESRB:** Everyone

Allow me to lead with an excerpt from the imagined-by-me book *Sure Signs of the Apocalypse*, Chapter 6, page 113: "Sure sign of the apocalypse No. 147: On a dark and strange presummer afternoon, we will witness the arrival of *two* new PS2 horse-racing games."

And so, the time has come! Gallop for your lives!

In all seriousness (though it's much more fun to treat a horse-racing game as it should be treated—which is to say, unseriously), *G1 Jockey* may not have the graphical *joie de vivre* of, say, *Gallop Racer*, but it does have a certain *je ne sais quoi*.

Actually, that's false. I know exactly what it has: reams of reading that make *Infinite Jest* seem finite and two whole jockey animations. This game spared no expense for such tiny details.

But, if you work through the words and ignore the lousy jockey animations, you'll see a bright light at the end of the stable. You'll be welcomed into a horse-racing family and you'll get a shot at racing several horses in the same week. If you're going to be the winningest rookie, you'll need to ride and ride hard. And, of course, ride well.

Where *Gallop Racer* rules is in its tutorial, which eases you onto the ol' dirt runway. But where it fails is its lack of an immersive Career mode, which is exactly what makes *Jockey* such a surprisingly worthwhile experience.

In a deep horse-racing field (who knew?), this one wins by...*wait for it*...a nose.

Todd Zuniga

★★★½

GALLOP RACER 2003: A NEW BREED

Publisher: Tecmo
Developer: Tecmo
MSRP: $4999 **ESRB:** Everyone

(Welcome to my first alternate-reality review. *—T.Z.*)

In an industry bogged down with lame gorefests like *Grand Theft Auto: Vice City*, pointless sports sims like *Madden*, and gag-me-with-a-spoon Monet rip-offs like *Ico*, what gets me out of bed every morning is knowing a new *Gallop Racer* is on the way!

The art style may be completely inconsistent (you choose an anime-influenced rider and dress him in Paul Frank–inspired duds, only to watch him race on photorealistic horses—very odd), but who cares! While most games bring you snooze-inducing car races or walk you through WWII-torn Germany (that's *so* 50 years ago), *Gallop Racer* drills a proverbial hole into what the American psyche—nay, the *human* psyche, longs for most: horse breeding.

With the latest *Gallop Racer*, you not only raise a horse, nurture him, and love the way his hip and not-at-all-dorky name (Courtly Gem, to name just one spectacular example) rolls off your lips, but you also race him hard and beat the piss out of him down the homestretch. Ain't love grand?

The fools who don't live and die for horse racing (we'll call them funambulists) will find this game generally confusing, and will probably never figure out the diluted betting system. But the rest of us can rejoice! Finally, there is a game for us, and an experience that will—as we all know—change our lives for the better, forever.

Todd Zuniga

★★★

MOBILE LIGHT FORCE 2

Publisher: XS Games
Developer: Alfa System
MSRP: $1495 **ESRB:** Everyone

If there's ever been a case in which you shouldn't judge a game by its cover, believe me, this is it. Despite a box featuring three *Charlie's Angels*–inspired babes running away from flying robots, *Mobile Light Force 2* is actually a cool-ass shooter (*Shikagami no Shiro*) imported from Japan.

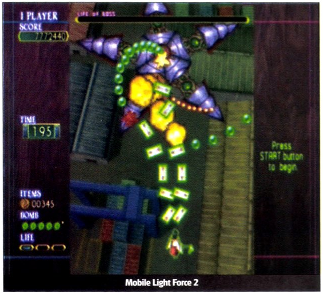
Graphically, it's definitely nothing to write home about, but the visuals at least do the trick. The game suffers from a kind of vertical letterboxing (an unfortunate side affect of being translated from a vertical-display arcade cabinet), but makes up for this with a nifty 3D scrolling effect as you move around on the screen.

MLF2 really shines in the gameplay department, with several innovations that keep things constantly fresh. The coolest is its tension system: By positioning yourself perilously close to enemy fire, your weapons actually become more powerful. Then there's the coin collection dynamic, which also powers up your weaponry; fire at enemies from a distance and try to collect coins as they fall, or use your short-range special attack and grab them all at once. Additionally, you're able to select from five different characters, each with his or her own unique attack styles, so playing through the game with each character yields completely different experiences. Two players can even play at once, which is always a shooter plus.

The best part, though? The price. Honestly, at $15 bucks, it would be a serious crime for shooter fans to pass this baby up. But you can just go ahead and toss away the cover.

Sam Kennedy

★★★½



Mobile Light Force 2

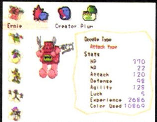
Gary : drawing :: Picasso : writing

SPELL CHECK
Microsoft Word suggests "Magic Penile" as the proper spelling of *Magic Pengel*.

MAGIC PENGEL
THE QUEST FOR COLOR

These colors don't run

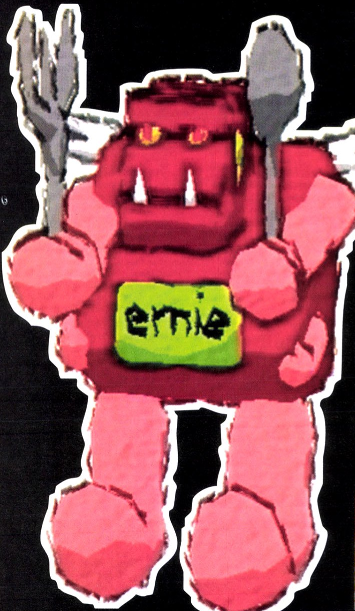
Publisher: Agetec **Developer:** Taito **MSRP:** $29.99 **ESRB:** Everyone



Doodle Type
Attack type
Stats
HP 370
MP 22
Attack 120
Defense 98
Agility 128
Luck 5
Experience 2686
Color Qued 10869

Ernie
Pegasus

Clark
Score
65



Maybe it was inevitable. Unavoidable. Bound to happen despite my best attempts to avoid it.

And avoid it I did—at least for the first six hours of my *Pengel* experience. Instead, I was content to cobble together my whimsical critters, adding bits and bobs to my drawings as I gained new parts, additional colors, and more ink.

But then it happened: I unlocked the option to use "Wiggle" parts. At the same time, I ran out of easy ways to enhance my current critters. They already had legs, arms, heads, horns, and tails. I just couldn't think of anything else!

That's when my doodles got their own, er...doodles.

Lewis was first. To him, I added a bulbous purple plonker that bobbled ever so suggestively (suggesting *what*, I don't know). Oddly enough, Lewis' new member transformed him from a Magic- to an Attack-type monster.

Next was Stu, a beak-headed, spiky-armed, roller-blading dandy. He got a cream-colored yardstick to match his yellow cape. I did, however, refrain from adding a twizzler to Fats, my aptly named stick-figure doodle. It just didn't feel right.

And therein lies *Magic Pengel*'s beauty. No, it's not about battling your way through a charming little game using a custom-created army of well-endowed warriors. That's just something *I* did. Rather, it's the fact you can bring to life almost *anything* you imagine. Sure, it takes time (you need to unlock lots of stuff before you can animate anything grander than a bouncy blob). And it takes quite a bit of patience. But the payoff is truly extraordinary.

And you don't need a ton of talent to succeed. *Pengel* does a great job of doling out new elements so you naturally learn how to craft a coherent creature. Pay attention and you can do all kinds of cool things, like drawing a head with an actual working jaw (which, in turn, lends your doodle appropriate battle abilities, like biting or belching).

As for the game itself, it's your basic beastie battler, with limited environments (it centers around one small town), cutesy characters, and a fairy-tale quest. The battle system is your typical take on rock-paper-scissors, with a few nice twists thrown in. The interface could use some polish, and the gameplay should've been more balanced (easy-peasy to start, but cheapo-tough by the end). Once you get past the brutal final boss, though, you'll still find yourself with plenty to do. You not only get some slick bonus objectives, but you can also battle a buddy for bragging rights. Believe me, when you put that much love into your doodles, you don't want to see them lose to *anyone*.

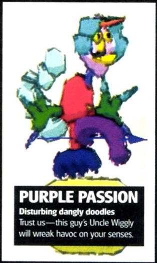
Oh, and if you're wondering about my doodles' doodles? I eventually had to whip up a new batch of critters, all without any extra appendages. I reached a point where my early efforts just weren't cutting it anymore. But my final three are just as amazing as they are amusing.

Thing is, now I'm tempted to create even more doodles to top my current crop. Guess it's back to the drawing board for me!

Gary Steinman

★★★★

OFFICIAL U.S. PLAYSTATION MAGAZINE
GAME OF THE MONTH



PURPLE PASSION
Disturbing dangly doodles
Trust us—this guy's Uncle Wiggly will wreak havoc on your senses.

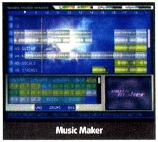
Hack
Flowers

3 Number of loops you could buy with 1¢, given the MSRP and number of loops included in *Music Maker.*

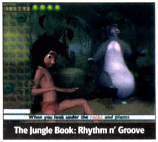
STILL STUCK IN JAPAN

It's a shame we got *Ultimate Battle 22* instead of *Dragon Ball Z: Legends,* the best *DBZ* fighter on the PS1.

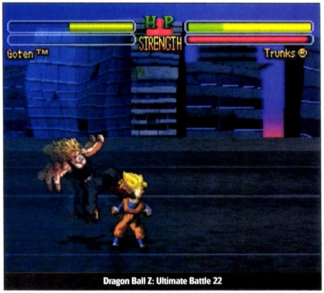
DRAGON BALL Z



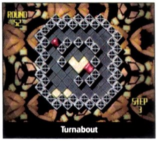
Music Maker



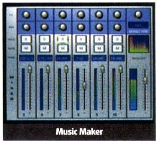
The Jungle Book: Rhythm n' Groove



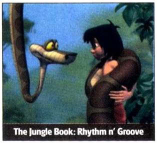
Dragon Ball Z: Ultimate Battle 22



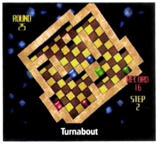
Turnabout



Music Maker



The Jungle Book: Rhythm n' Groove



Turnabout

MUSIC MAKER

Publisher: Magix
Developer: Magix
MSRP: $999 **ESRB:** Everyone

To those of you who played *MTV Music Generator* on PS1, *Music Maker* should look familiar. It's essentially the same thing: Bring up music samples (or "loops" as we call them in the business) in an array of styles, sequence them in an ear-pleasing manner, pick some stock video footage to go along with them, and wow your friends with your production finesse.

Given the broad range of styles, the nice selection of loops within each style, and the speed at which you can access them (orders of magnitude faster than *MTV Music Generator*), you can start tossing together compositions within minutes of booting up *Music Maker*. If you want those compositions to sound *good*, however, it's going to require a bit more time.

You can dig into some pretty serious techniques here. Beyond simply dragging and dropping your loops, you can get into each one and do some tweaking: fade in, fade out, adjust the volume, adjust the length, that sort of thing. And then you can switch over to the Beatbox or Sampler screens and build your own sounds from very small component parts.

Don't expect this to turn you into the next Crystal Method, though. The app comes packed with 3,000 loops, but if you start trying to get too serious, you'll inevitably come to a point where you're looking for more than what this product has to offer. In spite of that small complaint, for 10 bucks, it's a terrific introduction for anyone to the world of music production.

Joe Rybicki

★★★★

WALT DISNEY'S THE JUNGLE BOOK: RHYTHM N' GROOVE

Publisher: Ubi Soft/Disney Interactive
Developer: Ubi Soft
MSRP: $1999 **ESRB:** Everyone

I feel like I've already reviewed this game. Oh, that's right. I *did* already review it—more than two years ago, when it was a PS1 release.

In its PS2 version, *Rhythm n' Groove* offers the same *Dance Dance Revolution*–like rhythm game you played (or, more likely, didn't) on PS1, with significantly better graphics (and the not-so-necessary trailer to last February's not-so-instant classic, *The Jungle Book 2*).

You're a loser, baby

Mowgli is such a little punk!

Every time you play, the first thing you see is the smug savage giving you the "loser" sign.

I've gotta say, though, that *Rhythm* still holds up as a solid, if limited, dance title. It features just nine songs to jungle boogie to, but most are catchy (despite the fact that only "The Bare Necessities" and "I Wanna Be Like You" actually originate from the Disney film). You'll spend a half hour less if you play through the game instead of watching the movie, but it's still cool to see the story retold in videogame cut-scenes. The background animations are much more amusing than those in a *DDR* game, and I love the idea of gaining power-ups by doing extra steps. If *Rhythm n' Groove* had another 15 or 20 songs, *DDR* might have something to worry about.

Chris Baker

★★★

DRAGON BALL Z: ULTIMATE BATTLE 22

Publisher: Infogrames
Developer: Bandai
MSRP: $1999 **ESRB:** Teen

PS one

It's hard to believe this game was originally released in Japan eight years ago—until you see it in motion. Yuck! Even by first-generation PS1 standards, *Ultimate Battle 22* is beyond craptastic. Honestly, it looks like little paper cutouts moving jerkily across cardboard boxes that are attempting to pass for buildings. It's one of the worst-looking titles ever released on the PS1.

That said, it's no surprise that *Ultimate Battle 22* plays like crap, too. Battles are utterly simplistic, with poor controls, bland moves, and an unbalanced fighting system. I was bored out of my mind within minutes. Not even the element of air battles (you can change planes at any time, which you couldn't do in *Budokai* for the PS2) helped generate anything bearing the slightest resemblance to excitement.

If *UB22* has anything going for it, it's the sheer number of available characters: ordinarily 22, or supposedly 27 if you input a code. (I couldn't get the code to work, but that may well have been because I didn't care enough to struggle with it.) Fans will undoubtedly be pleased with the vast selection of available favorites, but will quickly discover that all these characters play virtually identically.

Normally, when I review a game like this, I try to observe it from the perspective of a hardcore fan of the source material, if only to see whether some of the faults can be overlooked. In this case, they can't be. *UB22* is just an awful, awful game; it looks terrible and plays worse. It holds no redeeming value for even the most hardcore *DBZ* fan (with the possible exception of catch-em-all collectors). If you're a PS1 gamer who wants to jam on some buttons and pretend you're playing a real *DBZ* fighting game, knock yourself out.

If you're a *DBZ* fan...

Try *Dragon Ball GT*

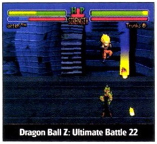
If you can find it, that is. *GT* is better than *UB22.* Barely.

★★

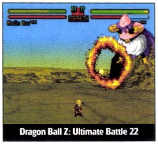
I'm puzzled as to why Infogrames chose to bring this over from Japan instead of *DBZ: Legends*. *Legends* is generally considered by a long shot to be the best PS1 *DBZ* game. Though I've never played it, I'm certain it has to be better than this piece of crap.

Sam Kennedy

★



Dragon Ball Z: Ultimate Battle 22



Dragon Ball Z: Ultimate Battle 22

TURNABOUT

Publisher: Natsume
Developer: Artdink
MSRP: $999 **ESRB:** Everyone

PS one

Look, I can stop playing *Turnabout* any time I want. It's just a 2D colored-block puzzle game, it's not like it's crack. Hell, we've seen plenty of similar games; it bears slight resemblances to *Devil Dice* and *Roll Away* (one of the great overlooked gems of the puzzle-game world, in my opinion). You have colored blocks and colored balls; the balls move, the blocks don't. The point is to clear all the colored balls and blocks by rotating the board and allowing gravity to do its work. Sounds easy, sure, but once you get into the advanced levels, you'll find yourself cursing the minds behind the game (they also made *Mr. Domino*, by the way) as you try to clear out up to five different colors in levels that now include obstructive junk blocks that slide around with the balls.

Being a budget title, *Turnabout* is a bit light on extras. There's no two-player mode, there are no fancy menus, and there isn't much variety in the way the different levels look. But it does have some surprising features: The soundtrack is great, for one thing. Sometimes jazzy, sometimes trancey, it never gets too repetitive or intrusive. The other intriguing element is the Edit mode: Finish a block of 50 levels (there are 150 total) and you can go back and change the designs of those 50 to make them even more diabolical.

I'd say more about *Turnabout,* but I'm just trying to beat this one level, and then I'm done. OK, well, after this next one then....

Joe Rybicki

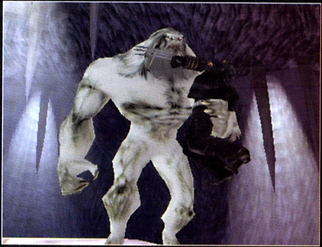
★★★★

INCENTIVE TO BUY
The free ticket to see *X2* that's included with *Wolverine's Revenge* almost justifies the film's name in the title.

X2: WOLVERINE'S REVENGE

Not "the best there is"

Publisher: Activision **Developer:** Gene Pool **MSRP:** $49.95 **ESRB:** Teen



So far, videogames have depicted Wolverine in one of two ways: a no-frills one-man fighting machine in action games, or a no-frills one-man fighting machine in fighting games—in either case, an unquestionably flat character in terms of gameplay. We all know there's more to everyone's favorite X-man than adamantium rage, however, and the depth of the character we get in *X2: Wolverine's Revenge* far exceeds that depicted in any prior game. I'd even go so far as to say that *X2* proves no other superhero is better suited to videogame stardom. It's a shame *Revenge* only *presents* that potential and fails to fully realize it.

As a big Wolvie fan who's awaited this release for more than a year (back when *X-Men* prefaced the title instead of *X2*—which makes *perfect* sense, since the game is clearly set in the *New X-Men* comic universe), *Revenge*'s 25 levels kept me happily busy for a dozen hours. It required fandom of my degree to filter out much of the onscreen crap the *gamer* in me experienced, though. Boss fights with villains like Juggernaut, Sabretooth, Magneto, and Lady Deathstrike were built on solid ideas, but almost all fell victim to my biggest gripe: poor control.

Take the Wendigo fight: Alone in an ice cave with the white behemoth, your only hope for victory is to throw it by grabbing its tail. This seemingly simple idea should be easy to pull off—but it just isn't. As in several other boss fights, you find yourself in the proper position, but you're unable to execute the blow due to horrible collision detection that causes weird clipping all over the place. Thrown controllers often follow.

The game also features bland environments that force you to wonder what Konami or Capcom could have done with this. There's very little interaction to be had anywhere; Wolvie can't even make a claw mark on objects he'd slice right through on a comic-book page. The effect of destroying the occasional crate or computer simply fails to impress.

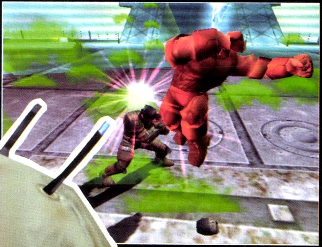
But, like I said earlier, the fan in me can't help but like this game. Despite some questionable A.I. and repetitive attack animations (surprisingly brutal for a Teen rating), the Stealth mode (activated by awkwardly *holding down* L2—another control issue) presents a genuinely cool graphic effect similar to thermal vision. It requires true skill to master (though that's due partly to the shoddy control). Logan's superhuman senses can detect everything from enemy movement to the exact scope of a security camera's view, and he's voiced surprisingly well by Mark Hamill in a solid solo adventure (written by former *Wolverine* comic scribe Larry Hama) that manages to sensibly incorporate fights with the five supervillains.

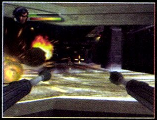
After seeing his potential as a game star, I honestly believe Wolvie could play protagonist in an adventure of *Metal Gear Solid* quality—he just needs the right developer at the helm. Had a more technically proficient team produced this game, its likely a slew of gamers beyond X-Men fans would actually give a *snikt*.

Chris Baker

✪✪✪

> **"Wolvie could play protagonist in an adventure of MGS quality—he just needs the right developer."**





MOBILE LIGHT FORCE
PlayStation

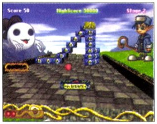
HUH? THE SEQUEL

Mobile Light Force: different game, different system, same dumb box art.

TOP SECRET

Logitech is promising to unveil a "secret" peripheral for PS2 on the first day of E3. Tune in to Gamers.com for all the E3 news.

PS1 Quick Hits

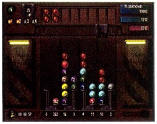

Score 50
HighScore 30000
Stage 2

BLOCKIDS

Publisher: Natsume
Developer: Athena
MSRP: $9.99 **ESRB:** Everyone

It's an interesting idea: *Breakout* in 3D. And it works well—until you realize all you're basically doing is playing a *Breakout* level that's five times its normal size. A bigger ball or better control of its height would have helped quite a bit. **–J.R.**

★★½

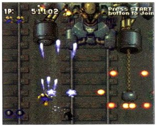


MARBLE MASTER

Publisher: Conspiracy
Developer: Red Cap
MSRP: $9.99 **ESRB:** Everyone

This is an innovative but needlessly complex game of weights and measures: Stack marbles of varying weights on a series of scales to line up like colors. If you know how to operate an abacus, you may do well; if not, you're screwed. **–J.R.**

★★½

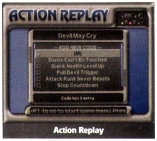

1P:
51102
Press START button to Join

MOBILE LIGHT FORCE

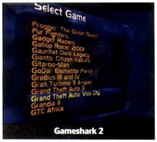
Publisher: XS Games
Developer: Psikyo
MSRP: $9.99 **ESRB:** Everyone

Another classic Japanese shooter comes to the States. Originally known as *Gunbird*, this is about as straight-up a shooter as you can get. It's solid but unspectacular, though still a must-have for any shooter-fan's collection. **–S.K.**

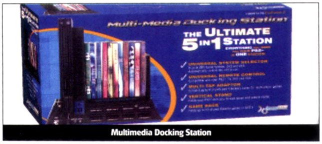
★★★½


ACTION REPLAY
Devil May Cry
-- ADD NEW CODE --
(M)
Dante Can't Be Touched
Quick Health Level Up
Full Devil Trigger
Attack Rank Never Resets
Stop Countdown
Code has 1 entry

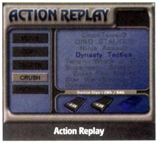
Action Replay


Select Game
Frogger: The Great Quest
Fur Fighters
Gadget Racers
Gallop Racer 2001
Gauntlet Dark Legacy
Giants: Citizen Kabuto
Gitaroo-Man
GoDai: Elemental Force
Gradius III and IV
Gran Turismo 3 A-spec
Grand Theft Auto 3
Grand Theft Auto: Vice City
Grandia II
GTC Africa

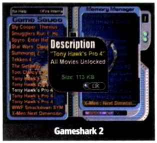
Gameshark 2


Multi-Media Docking Station
THE ULTIMATE 5 IN 1 STATION

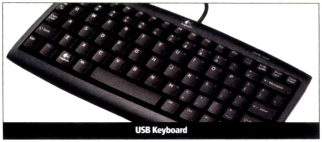
Multimedia Docking Station


ACTION REPLAY
MOVE
COPY
DELETE
CRUSH
UNCRUSH
Dynasty Tactics
Device Size : 2Mb / 8Mb

Action Replay


Memory Manager
Game Saves
Description
"Tony Hawk's Pro 4"
All Movies Unlocked
Size: 113 KB
OK
Tony Hawk's Pro 4
WWF Smackdown SYM
X-Men: Next Dimension

Gameshark 2



USB Keyboard

ACTION REPLAY (WITH 8MB MEMORY CARD)

Publisher: Datel
MSRP: $39.99

It bills itself as "the world's most powerful game enhancer." That may or may not be true, but you can't deny that Action Replay is everything a talentless gamer could ever want.

With a pair of discs (one PS2, one PS1) and a memory card that work in tandem, Action Replay includes codes for 324 PS2 games and 900 PS1 titles, for a whopping total of more than 25,000 (15,000 PS2, 10,800 PS1) cheats. And beyond the usual suspects (infinite health, everything unlocked, etc.), there's some pretty obscure stuff to be found here. In fact, you'd never even think of most of it unless you saw it as an onscreen option. Want pedestrians to pack serious heat in *Grand Theft Auto: Vice City*? You've got 'em!

Don't see a game on the list? No problem. It's easy to load new codes into the device, and you can probably find some at the constantly updated codejunkies.com. That doesn't necessarily mean you *will* find some—if you're thinking this thing's your ticket to finally beating *Contra: Shattered Soldier*, think again.

Beyond the cheat stuff, Action Replay offers handy functions like the ability to "crush" your memory card saves in order to conserve space (you have to "uncrush" them when you want to use them again). It also tricks your PS2 into playing DVDs from regions outside North America.

If you suck too much at games to beat them without cheating, it's a solid purchase.

Chris Baker

★★★★

GAMESHARK 2 VIDEO GAME ENHANCER, VERSION 3

Manufacturer: Mad Catz
MSRP: $39.99

Did you read the review for Action Replay that's just to the left of this? Do so now. Back? Good.

Version 3 of GameShark 2 Video Game Enhancer does pretty much everything Action Replay does, but it gets the job done on a single disc (without the PS1 goodness, though). The disc boasts more than 16,000 preloaded codes for more than 300 PS2 games, and includes a feature similar to Action Replay's that allows you to add more codes from gameshark.com. As a bonus not featured in its competitor, GameShark 2 also includes more than 300 game saves, similar to those frequently seen on our *PlayStation Underground* demo DVDs.

GameShark 2 offers the same data compression capabilities as Action Replay, along with the capability to play import DVDs from regions 2 through 6.

Now, I know you're thinking, "I'm a loser, C-Bake ol' pal, and I suck at anything I play. Which of these devices can be trusted to make a pitiful gamer like me feel like a winner?"

The simple answer: Visit each company's website and see which product has the codes you most want for the games you play. And remember, you're only a loser if you use the codes online to destroy your game-enhancer-free competitors (the ones who don't need gaming's equivalent to steroids). Use them for yourself and you're no loser—you're just a cheating bastard.

Chris Baker

★★★★

MULTIMEDIA DOCKING STATION

Manufacturer: DreamGear
MSRP: $49.99

Fifty bucks may sound steep for what appears to be a system stand, but before you jump to any conclusions, check out everything that's packed into this fairly slick product.

Not only is it a stand that matches your PS2's styling, it's also a Multitap and a system selector, so you can easily hook up other game systems or A/V items to your television. That would be swell in itself, but the package also includes a universal remote. Granted, the remote looks a little retro, but teamed with the base unit, it allows you to switch among A/V inputs remotely, and I can't think of another system selector with that capability. On top of everything, it also includes a headphone jack (headphones included) and extra audio-in and -out ports, just in case you need them. Oh, and there's an R/F adapter in there, too, for those of you still saddled with a super-old-school television that has no RCA inputs.

Since Multitaps run around $30 alone, and system selectors and remotes fall in the $15 to $20 range, this product is a bargain if you don't already have the items separately. If you do, there's no real need to pick this up unless space is at a real premium in your gaming area (if it is, you'll also appreciate the slots for storing games and memory cards).

This isn't the most elegant (nor the most elegantly named) device ever constructed, but it does pack an impressive number of goodies into a fairly small space.

Joe Rybicki

★★★½

USB KEYBOARD

Manufacturer: Logitech
MSRP: $29.99

So you want to chat online, but you don't want to plop down 70 bucks for the NetPlay. Maybe you just prefer your trusty DualShock, or maybe you're only interested in *SOCOM* and sports games and don't need a product designed for the simultaneous keyboard and joystick use required for massively multiplayer RPGs.

Logitech is happy to oblige: This product is simply a repackaging of the keyboard half of the NetPlay. That means, first, that it's one of the tiniest USB keyboards you'll find anywhere. It's still perfectly comfortable, however, as long as you don't spend too much time whacking on the number or function keys (because they're very, very small).

It also means that this sleek little number costs less than half of what the NetPlay costs. You can find cut-rate USB PC keyboards for about half the price of this unit, but they'll be full-sized keyboards with numerical keypads and all (which you're *very* unlikely to use for online gaming). One of those may make sense for you if you're looking to have an extra keyboard around the house in case your PC's keyboard goes bad. As for me, I'd rather have this ultraslim, supercompact board that easily stashes under my TV. Maybe I'm just a neat freak.

At 30 bucks, it's not quite in the realm of an impulse buy—you're definitely paying for the compact design. But if you're looking for a space-saving keyboard to match the style of your PS2, you could do a heck of a lot worse.

Joe Rybicki

★★★★

CARL HYNDMAN PHOTO.

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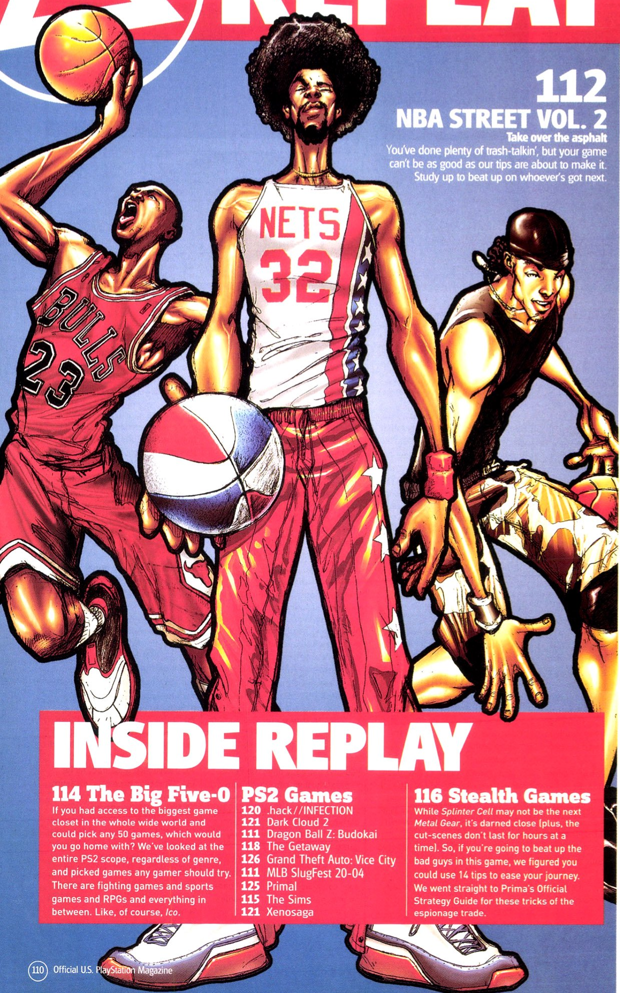
REPLAY

Got your Chucks, kid? It's time to hoop it up!



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NBA STREET VOL. 2

Take over the asphalt

You've done plenty of trash-talkin', but your game can't be as good as our tips are about to make it. Study up to beat up on whoever's got next.

INSIDE REPLAY

114 The Big Five-O

If you had access to the biggest game closet in the whole wide world and could pick any 50 games, which would you go home with? We've looked at the entire PS2 scope, regardless of genre, and picked games any gamer should try. There are fighting games and sports games and RPGs and everything in between. Like, of course, *Ico*.

PS2 Games

120 .hack//INFECTION
121 Dark Cloud 2
111 Dragon Ball Z: Budokai
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126 Grand Theft Auto: Vice City
111 MLB SlugFest 20-04
125 Primal
115 The Sims
121 Xenosaga

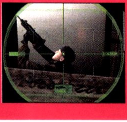
116 Stealth Games

While *Splinter Cell* may not be the next *Metal Gear*, it's darned close (plus, the cut-scenes don't last for hours at a time). So, if you're going to beat up the bad guys in this game, we figured you could use 14 tips to ease your journey. We went straight to Prima's Official Strategy Guide for these tricks of the espionage trade.

PS2 TRICKS AND REVIEW ARCHIVE

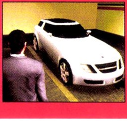
Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-star score. A number ❶ indicates its rank in the top 15 best-selling PS2 games and top 5 best-selling PS1 titles.

GAME	PUBLISHER	SCORE	ISSUE
❼ **.hack//INFECTION**	**Bandai**	★★★½	**65**
EXTRA DUNGEONS Pay attention to the OVA packed in with the game for some hints about special dungeons; the anime mentions three possibilities. Try this one: Dog-Dancing, Passionate, Tri Pansy. Be sure to pick up the Ceramic Helm!			
18 Wheeler American Pro Trucker	Acclaim	★★★★	52
4x4 EVO	GOD Games	★★★★	44
2002 FIFA World Cup	EA Sports	★★★★	58
Ace Combat 04: Shattered Skies	**Namco**	★★★★½	**51**
Activision Anthology	Activision	★★★★	64
Aero Elite: Combat Academy	Sega	★★★	67
The Adventures of Cookie & Cream	Agetec	★★★½	44
Aggressive Inline	Acclaim	★★★★½	59
Airblade	Namco	★★★★	53
All-Star Baseball 2002	Acclaim	★★★½	44
All-Star Baseball 2003	Acclaim	★★★½	56
All-Star Baseball 2004	Acclaim	★★★	67
Amplitude	Sony CEA	★★★★	68
Antz Extreme Racing	Empire	★½	61
Aqua Aqua	3DO	★★	42
Arctic Thunder	Midway	★	50
Armored Core 2	Agetec	★★★	39
Armored Core 2: Another Age	Agetec	★★★½	48
Armored Core 3	Agetec	★★★½	61
Army Men: Air Attack	3DO	★★★½	44
Army Men: Green Rogue	3DO	★★	45
Army Men RTS	3DO	★★★★	56
Army Men: Sarge's Heroes 2	3DO	★★½	45
ATV Offroad Fury	**Sony CEA**	★★★★	**42**
❽ **ATV Offroad Fury 2**	**Sony CEA**	★★★★	**64**
Enter these codes as your driver's name to unlock some goodies: **BUBBA** All riders **ROADKILL** All tracks **GENERALLEE** All vehicles			
ATV Quad Power Racing 2	Acclaim	★★★★	66
Baldur's Gate: Dark Alliance	Interplay	★★★★½	52
Barbarian	Titus	★★	57
Bass Strike Virtual Fishing Tournament	THQ	★½	51
Batman: Vengeance	Ubi Soft	★★★	51
Battle Engine Aquila	Atari	★★★½	65
Black & Bruised	Majesco	★★★★	67
Blade II	Activision	★★	62
Blood Omen 2	Eidos	★★★½	57
BloodRayne	Majesco	★★★½	63
Bloody Roar 3	Activision	★★★½	47
BMX XXX	Acclaim	★½	65
Breath of Fire: Dragon Quarter	Capcom	★★★★	67
Britney's Dance Beat	THQ	★★★★	58
The Bouncer	Square EA	★★★	42
Burnout	Acclaim	★★★★½	52
Burnout 2: Point of Impact	Acclaim	★★★★	63
Cabela's Big Game Hunter	Activision	★★½	67
Capcom vs. SNK 2	Capcom	★★★★½	51
CART Fury	Midway	★	47
Casper: Spirit Dimensions	TDK Mediactive	★★½	50
City Crisis	Take 2	★★★	48
Clock Tower 3	Capcom	★★★	68
Colin McRae Rally 3	**Codemasters**	★★★★★	**68**
Commandos 2: Men of Courage	Eidos	★★	62
Conflict: Desert Storm	Gotham Games	★½	63
Conflict Zone	Ubi Soft	★★½	63
Contra: Shattered Soldier	Konami	★★★★½	64



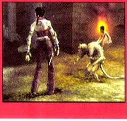
116 CELL-ULOID

Splinter Cell
14 can't-miss tips



118 PHAT RIDES

The Getaway
All kinds of secret cars



125 PRIMER

Primal
Getting through the first world

GAME	PUBLISHER	SCORE	ISSUE
Cool Boarders 2001	Sony CEA	✪✪✪✪	46
Crash Bandicoot: The Wrath of Cortex	**Universal**	✪✪✪◐	**51**
Crazy Taxi	**Acclaim**	✪✪✪✪	**46**
Dark Angel: Vampire Apocalypse	Metro3D	✪◐	49
Dark Cloud	**Sony CEA**	✪✪✪✪◐	**46**
⑬ **Dark Cloud 2**	**Sony CEA**	✪✪✪✪✪	**66**

LEVEL-UP WEAPONS FAST! After downing a foe, switch to your other character to scoop up the ABS crystals. You'll get experience for both weapons you're carrying, not just for the weapon used to beat the monster. This will quickly build up a weaker character.

GAME	PUBLISHER	SCORE	ISSUE
Dark Summit	THQ	✪✪✪◐	52
Dave Mirra Freestyle BMX 2	**Acclaim**	✪✪✪◐	**50**
DDRMAX	Konami	✪✪✪✪	63
Dead or Alive 2: Hardcore	Tecmo	✪✪✪✪◐	39
Dead to Rights	Namco	✪✪✪	65
Def Jam: Vendetta	EA Sports Big	✪✪✪✪	67
Defender	Midway	✪✪✪◐	62
Deus Ex: The Conspiracy	Eidos	✪✪✪✪◐	56
Devil May Cry	**Capcom**	✪✪✪✪✪	**50**
⑤ **Devil May Cry 2**	**Capcom**	✪✪✪	**66**

Hard time earning Style points? Here's how to score the big S rating.

- Link your attacks to finish off enemies with your sword.
- Find an area where enemies continually spawn.
- Attack with your sword until no enemies are within reach.
- Shoot your weapon (delay between button taps so you don't kill the enemy too soon) until you get within sword range of an enemy.
- If you get hit or wait too long between attacks, your combo will end.

GAME	PUBLISHER	SCORE	ISSUE
Dino Stalker	Capcom	✪✪✪◐	61
Disaster Report	Agetec	✪✪✪◐	65
Disney Golf	EA Games	✪✪✪✪	61
Disney's PK: Out of the Shadows	Ubi Soft	✪✪◐	63
Disney's Treasure Planet	Sony CEA	✪✪✪◐	64
Donald Duck: Goin' Quackers	Ubi Soft	✪✪✪◐	42
Downforce	Titus	✪✪	57
Dr. Muto	Midway	✪✪◐	63
⑨ **Dragon Ball Z: Budokai**	**Atari**	✪✪✪◐	**65**

ADEPT/ADVANCED WORLD TOURNAMENTS After you win the Novice World Tourney, the capsule that unlocks the Adept World Tourney appears under under Mr. Popo's Recommended capsule.

UNLOCK FRIEZA SIDE STORY To unlock Frieza's side story, clear all the episodes in the Namekian Saga. You'll unlock two new episodes that let you play as Frieza. Now, you'll see what would have happened if Frieza had defeated Goku in the series.

UNLOCK VEGETA SIDE QUEST Beat Story mode once to unlock a side quest with Vegeta on Earth. You must defeat the Z-fighters from his perspective.

GAME	PUBLISHER	SCORE	ISSUE
Dragon Rage	3DO	✪◐	54
Drakan: The Ancients' Gates	Sony CEA	✪✪✪✪	53
Driven	Bam	✪	52
Driving Emotion Type-S	Square EA	✪✪◐	41
Drome Racers	EA Games	✪✪◐	64
Dropship	Bam	✪✪✪✪	57
Dual Hearts	Atlus	✪✪✪	61
Dynasty Tactics	Koei	✪✪✪✪◐	61
Dynasty Warriors 2	Koei	✪✪✪✪	38
Dynasty Warriors 3	Koei	✪✪✪✪	52
Dynasty Warriors 3: Xtreme Legends	Koei	✪✪✪◐	65
Dynasty Warriors 4	Koei	✪✪✪✪◐	68
Ecco the Dolphin: Defender of the Future	Acclaim	✪✪◐	56
Egg Mania: Eggstreme Madness	Kemco	✪✪◐	61
Endgame	Empire	✪✪	59
Ephemeral Fantasia	Konami	✪◐	49
Escape From Monkey Island	**LucasArts**	✪✪✪✪✪	**46**
ESPN International Track & Field	Konami	✪✪✪	39
ESPN International Winter Sports 2002	Konami	✪✪✪✪	54
ESPN MLS Extra Time	Konami	✪✪	44
ESPN National Hockey Night	Konami	✪◐	45
ESPN NBA 2Night	Konami	✪✪	42
ESPN NBA 2Night 2002	Konami	✪✪✪	56
ESPN Winter X Games Snowboarding	Konami	✪✪✪	41
ESPN Winter X Games Snowboarding 2002	Konami	✪✪✪	53
ESPN X Games Skateboarding	Konami	✪✪✪✪	49
Eternal Ring	Agetec	✪✪	38
Eve of Extinction	Eidos	✪✪◐	56
Everblue 2	Capcom	✪✪✪	66
Evergrace	Agetec	✪✪	39
EverQuest Online Adventures	Sony Online Ent.	✪✪◐	66
Evil Twin	Ubi Soft	✪✪	52
Evolution Skateboarding	Konami	✪✪◐	63
Evolution Snowboarding	Konami	✪	65
Extermination	Sony CEA	✪✪◐	48
Extreme G III	Acclaim	✪✪✪✪	50
F1 2001	**EA Sports**	✪✪✪✪✪	**52**
F1 2002	EA Sports	✪✪✪✪◐	60
F1 Championship	Ubi Soft	✪✪✪✪	43
F1 Championship Season 2000	EA Sports	✪✪◐	41
Fantavision	Sony CEA	✪✪✪✪	40
Fatal Frame	Tecmo	✪✪✪✪	55
Ferrari F355 Challenge	Sega	✪✪	61
FIFA 2001 Major League Soccer	EA Sports	✪✪✪✪◐	39
FIFA 2002	EA Sports	✪✪✪✪◐	51
FIFA Soccer 2003	**EA Sports**	✪✪✪✪✪	**63**
Fighter Maker 2	Agetec	✪◐	64
Final Fantasy X	**Square EA**	✪✪✪✪✪	**53**
Fireblade	Midway	✪✪◐	59
Fisherman's Challenge	Konami	✪✪	67
Forever Kingdom	Agetec	✪◐	53
Formula One 2001	Sony CEA	✪✪◐	50
Freekstyle	EA Sports Big	✪✪✪✪	59
Frequency	Sony CEA	✪✪✪◐	52
Frogger: The Great Quest	Konami	✪◐	53
Fur Fighters: Viggo's Revenge	Acclaim	✪✪✪	46
Gadget Racers	Conspiracy	✪✪✪◐	50
Galerians: Ash	Sammy	✪◐	66
Gallop Racer	Tecmo	✪✪	48
Gauntlet: Dark Legacy	Midway	✪✪✪◐	46
① **The Getaway**	**Sony CEA**	✪✪✪✪	**66**

This is the No. 1 selling game, huh? Impressive, people wading through all that English-speak.

DOUBLE HEALTH Enter this during the opening movie: ⬆, ⬆, ⬅, ⬅, ➡, ➡, ◎, ◎, ⬇.

FREE ROAM MODE Complete all the main missions in the game. Then you can tour London without being held back by missions.

ARMORED CAR WEAPON Before the title appears, enter this code (you'll hear a moaning woman if it works): ⬆, ⬇, ⬅, ➡, ▢, △, ◎.

GAME	PUBLISHER	SCORE	ISSUE
Giants: Citizen Kabuto	Interplay	✪✪✪◐	51
Gitaroo-Man	Koei	✪✪✪◐	53
Godai: Elemental Force	3DO	✪◐	54
Gradius III and IV	Konami	✪✪◐	39
⑮ **Gran Turismo 3: A-spec**	**Sony CEA**	✪✪✪✪✪	**46**

CHEAP TUNE-UP You'll need two memory cards for this trick.

- After getting money or cars to sell, save your game to both cards.
- Buy the car you want, tune it, and get tires.
- Save your game to the second memory card.
- Load the game from memory card one. Go Home, and then to Trade.
- Load the second memory card's garage. Buy the car you just tuned.
- Load the game from memory card one, Go Home, then go to Trade.

GAME	PUBLISHER	SCORE	ISSUE
Grand Prix Challenge	Atari	✪✪✪◐	68
② **Grand Theft Auto: Vice City**	**Rockstar**	✪✪✪✪✪	**6**

Of all this brilliant game's cheats, these are our personal favorites. So, to get on with playing as someone new (although no one's cooler than Vercetti), punch these in during gameplay.

RICARDO DIAZ	L1, L2, R1, R2, ⬇, L1, R2, L2
LANCE VANCE	◎, L2, ⬅, ⊗, R1, L1, ⊗, L1
CANDY SUXXX	◎, R2, ⬇, R1, ⬅, ➡, R1, L1, ⊗, L2
KEN ROSENBERG	➡, L1, ⬆, L2, L1, ➡, R1, L1, ⊗, R1
HILARY KING	R1, ◎, R2, L1, ➡, R1, L1, ⊗, R2
LOVE FIST GUY #1	⬇, L1, ⬇, L2, ⬅, ⊗, R1, L1, ⊗, ⊗

MLB SLUGFEST 20-04

Codes, glorious codes!

Punching codes into SlugFest works like this: The first number is ▢, the middle number is ⊗, and the right number is ◎. The Cheat screen will only be up for a short time, though, so be quick.

THE USEFUL AND THE USELESS

1, 1, 1, ⬇	Cheats Disabled
3, 0, 3, ⬆	Extended Time for Codes
2, 0, 0, ⬅	Tiny Head
3, 0, 0, ⬅	Max Batting
0, 3, 0, ⬅	Max Power
0, 0, 3, ⬅	Max Speed
4, 4, 4, ⬇	Unlimited Turbo
2, 0, 0, ➡	Big Head

BATS & BALLS

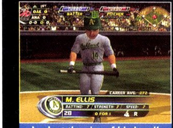
0, 0, 4, ⬆	Log Bat
0, 0, 3, ⬆	Ice Bat
0, 0, 2, ⬆	Blade Bat
0, 0, 5, ⬆	Spike Bat
0, 0, 1, ⬆	Bone Bat
0, 0, 4, ⬅	Mace Bat
0, 0, 4, ➡	Wiffle Bat
2, 4, 2, ⬇	16-inch Softball
2, 4, 2, ⬆	Rubber Ball

STADIUMS

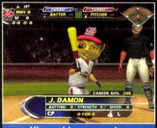
3, 3, 3, ⬆	Coliseum
3, 2, 1, ⬆	Rocket Park
3, 3, 3, ⬇	Monument
3, 2, 1, ⬇	Midway Park
3, 2, 1, ➡	Empire Park
3, 3, 3, ⬅	Forbidden City
3, 2, 1, ⬅	Atlantis

TEAMS

2, 1, 0, ➡	Pinto
2, 1, 1, ➡	Horse
2, 1, 2, ➡	Eagle
2, 2, 0, ➡	Lion
2, 2, 2, ➡	Todd McFarlane
3, 3, 3, ➡	Terry Fitzgerald
1, 0, 3, ⬇	Dwarf
1, 1, 3, ⬇	Gladiator
1, 3, 3, ⬇	Bobble Head
1, 0, 2, ⬇	Dolphin
1, 1, 2, ⬇	Scorpion
1, 2, 2, ⬇	Subzero
1, 3, 2, ⬇	Rodeo Clown
1, 0, 1, ⬇	Little League
1, 1, 0, ⬇	Minotaur
2, 2, 2, ⬇	Olshan
2, 2, 2, ⬆	Rivera
2, 3, 2, ⬇	Napolitano
2, 1, 1, ⬇	Evil Clown
2, 3, 1, ⬇	Alien
2, 3, 3, ⬇	Casey



Look at the size of his head!



His neck's on a spring

1ST
NYY 0
HOU 0
0-0 0: 2
TURBO BATTER
TURBO PITCHER K
PLAYER: 1
CONTACT ⊗
POWER ▢
BUNT ◎
STEAL L1

Whoever said Atlantis never existed is obviously wrong

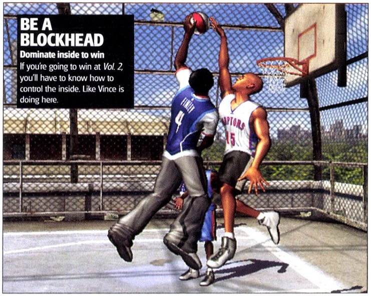
Get yo' hoop on, brotha.

CAN YOU HANDLE IT?
In *Vol. 2*, set the game to Rookie, go to My Rules, and play to 21, but spot the computer 20 points. Try to come back and win!

NBA STREET VOL. 2

Mix it up on coast-to-coast courts with these off-the-meatrackazoni tips

Want to run the asphalt jungle? Want to be the highest-flying high flyer on every Vol. 2 court? Well, everyone could use a little help. This guide will push you through the game and earn you mad respect if you've got the dope flavor. Or, you know, whatever.



BE A BLOCKHEAD

Dominate inside to win

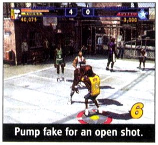
If you're going to win at *Vol. 2*, you'll have to know how to control the inside. Like Vince is doing here.

Block Party

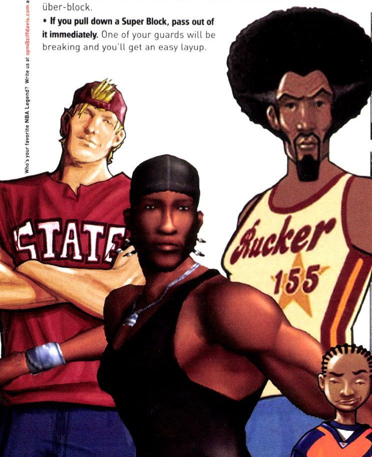
Call it rejection or layin' the blocketh down, but it's all trash talk for stopping the shot from going into the cylinder. Here's how to keep your shutout going.

- There are **five master blocksmen** (in order of blocksmithing): Wilt Chamberlain, Shaquille O'Neal, Bill Russell, Ben Wallace, and Yao Ming. The first four combo Power and Blocks. Yao fits in because he's a block talent, plus he's 11 feet tall.
- **When D'ing up, keep your tallest baller** (preferably one of the guys above) **near the bucket.** You'll control the inside game that way, and if anyone comes into your house, remind him who's house it is.
- **To do the Super Block, hold down the two Turbo buttons while controlling your behemoth.** Problem is, it saps your Turbo in a hurry. The real trick is to hold the two Turbo buttons and press △, then let go of the Turbos. The original block attempt will cut your Turbo in half, but if you keep pointlessly holding, it'll keep draining, and you won't be able to do a second über-block.
- **If you pull down a Super Block, pass out of it immediately.** One of your guards will be breaking and you'll get an easy layup.

Who's your favorite NBA Legend? Write us at opm@ziffdavis.com and title the e-mail *Replay: Street Legends.*



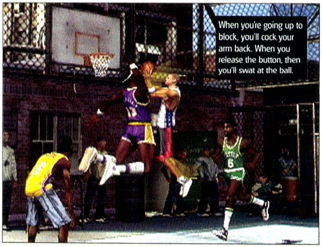
Pump fake for an open shot.



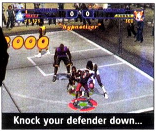
Chopping Down the Trees

If you're rushing the hoop, there's nothing worse than eating leather. Here's how to beat the big men.

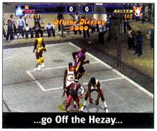
- If you're controlling a high-flying Iverson and you're trying to dunk against The Stilt, **it's a good idea to press Circle a second time so you'll transition into a layup**. Otherwise, you'll be on your rump and the action will be going the other way.
- **Pump fake.** If your defender doesn't go up, pass. Then pump fake. Then shoot. Going in close on a high-power guy, even when he's faked out, might still dump you on your drawers. But if you do a Turbo dribble into him, he'll be on his butt and you can walk on by.
- **Go after the biggest blocker on the team by using a special dribble to knock him down.** He can't handle it with his low Handle rating, and you'll have a lane to the net.
- **If you want to attack the hoop, get their big man out of position.** Either pass to the weak side or get him picked by pressing R3.



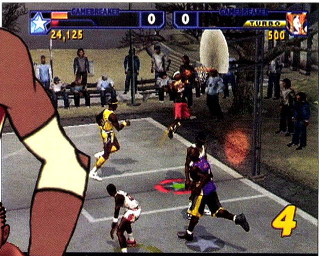
When you're going up to block, you'll cock your arm back. When you release the button, then you'll swat at the ball.



Knock your defender down...



...go Off the Hezay...



...then speed to the hoop for a monster dunk!

Headache

Ready to light up your Gamebreaker like Christmas in New York? **There's one move to master: Off the Hezay.**

- Run up the court with your best Handles man...
- ...but don't use Turbo.
- Break off a Turbo special dribble and knock down your defender.
- Hold down the two Turbo buttons and press ⊗ to pass the ball off his head and back to yourself.
- Do it again.
- And again.
- And again.
- Cut to the hoop and get dunkadelic.
- Your Gamebreaker meter will soar.

Take a Tylenol

- **If someone keeps popping the ball off your lid with Off the Hezay, run for it,** literally. After one or two, you'll inch far enough away for him to wildly pass the ball, allowing you to pick it up.
- If you can, **use a Trick Counter to stop him** right of the bat. But if that doesn't fly, run.

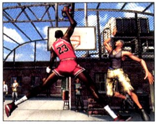
18 *Street Vol. 2* legends with some sort of facial hair (from mutton chops to Walton's Abe Lincoln).

STREET LINGO 101

Winning 'chips: Winning an NBA Championship ring
Runnin' fulls: Playing a game of full-court basketball

On Hallowed Ground

There are plenty of reasons to hustle your way through both the NBA Challenge and Be A Legend modes (and even Street School). Beat NBA Challenge and Dr. J's crew to **unlock the coolest of the cool: Rucker Park '78**. How old-school is that?! But when you beat everything, you'll get **the sweetest reward: a third Jordan, from 1985**. This is the one who would go toe-to-toe with 'Nique at the dunk contests!



GAMEBREAKER
TURBO
0
0
GAMEBREAKER
TURBO

LEGENDS

Some dudes old and some dudes new

Don't know who to take for the consummate old-school vs. new-school matchup? Here's how we'd play it.

New school: Shaq, Kobe, C-Webb, or Yao, Iverson, Nowitzki

Old school: Wilt, Bill Russell, Jordan. Or Archibald, Wilt, Pistol Pete

Team-Building Exercise

Want a good lunchtime conversation? Ask your friend which three ballers he uses when playing *Vol. 2*. There's a simple philosophy to choosing your team: balance.

- **You need a guard** who can handle the ball, steal it, and shoot it (Iverson, J-Kidd, Steve Nash).
- **You need a big man** who can handle the shot-blocking duties (Ben Wallace, Shaq, Yao).
- **The wild card is your third choice.** We like athleticism: Kobe, Ray Allen, Paul Pierce, T-Mac, and C-Webb can do it all. That third spot is perfect for jack-of-all-trades types, especially if Iverson is squaring off against Kidd. Give the rock to your third to penetrate. Silky smooth.

Cheat Street

Want to **unlock the phattest jerseys and ballers**, but don't want to work your way through all of the game modes? Try this:

- Go to Play It, then to Pick Up Game.
- Name yourself and choose a team.
- At My Rules, spot yourself 10 points and play to 11.
- Score one bucket and you'll win.
- Win five, 10, and 15 games in a row to start the unlockables rolling in.

GAMEBREAKER
TURBO
6
5
GAMEBREAKER
TURBO
57,462
6,062
pump fake
500

From Way Downtown

Firing up three balls in *Vol. 2* isn't always the best idea. You'll shoot about 40 percent at best, just like in the NBA, so choose your spots wisely. Make sure you're open and make sure that little range-dot beneath you is, at the very least, yellow. Otherwise, expect iron.

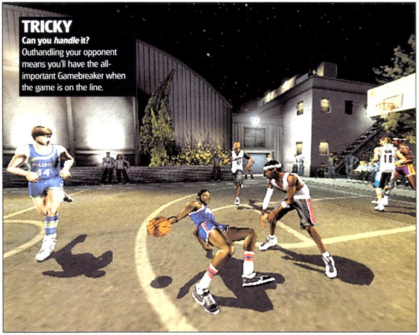
Double Dribble

Having a hot Handle is like having a Dr. J Mitchell & Ness jersey: instant respect. So, how do you keep it rolling, and how do you stop it? Simple. If someone's using the Trick Counter to stop you, fool them by not doing any special moves. While they're waving their arms, speed past them for an easy bucket.

Stop the Bounce

Stopping mad Handle isn't all about using two Turbos and □ for a Trick Counter. It's about positioning yourself to stop your opponent from running you over.

If you see a move coming, back up and then dive in with □. The Trick Counter is great if your opponent is trick obsessed, but otherwise, the common steal works wonders. Prep to dive for the ball afterward, though.



TRICKY

Can you *handle* it?

Outhandling your opponent means you'll have the all-important Gamebreaker when the game is on the line.

GAME	PUBLISHER	SCORE	ISSUE
LOVE FIST GUY #2	R1, L2, R2, L1, →, R2, ←, ✕, □, L1		
PHIL CASSIDY	→, R1, ↑, R2, L1, →, R1, L1, →, ○		
SONNY FORELLI	○, L1, ○, L2, ←, ✕, R1, L1, ✕, ✕		
MERCEDES	R2, L1, ↑, L1, →, R1, →, ↑, ○, △		
Grand Theft Auto III	**Rockstar**	★★★★★	**5**
Grandia II	Ubi Soft	★★★½	53
Grandia Xtreme	Enix	★★★½	62
Gravity Games Bike: Street, Vert, Dirt	Midway	½	61
GTC Africa	Majesco	★★½	58
Guilty Gear X	Majesco/Sammy	★★★★	51
Guilty Gear X2	Sammy	★★★★	66
Gungrave	Sega	★★★½	61
Gungriffon Blaze	Working Designs	★★★½	39
Half-Life	**Sierra**	★★★★★	**51**
Harry Potter and the Chamber of Secrets	EA Games	★★★½	64
Harvest Moon: Save the Homeland	Natsume	★★★★	51
Haven: Call of the King	Midway	★★★½	64
Headhunter	Acclaim	★★★	57
Herdy Gerdy	Eidos	★★★	56
Heroes of Might and Magic	3DO	★★½	46
Hidden Invasion	Conspiracy	★★★	60
High Heat MLB 2002	3DO	★★★★	44
High Heat MLB 2003	3DO	★★★★½	55
High Heat MLB 2004	**3DO**	★★★★★	**67**
Hitman 2: Silent Assassin	Eidos	★★★★½	63
Hot Shots Golf 3	Sony CEA	★★★★	55
Hot Wheels: Velocity X	THQ	★★½	64
Hypersonic Xtreme	Majesco	★★½	67
Ico	**Sony CEA**	★★★★★	**50**
Island Extreme Stunts	EA Games	★★★½	65
Jade Cocoon 2	Ubi Soft	★★★½	53
Jak and Daxter: The Precursor Legacy	**Sony CEA**	★★★★★	**52**
James Bond 007: Agent Under Fire	EA Games	★★★★	52
James Bond 007: NightFire	Activision	★★★★½	64
James Cameron's Dark Angel	Sierra	★★	65
Jeremy McGrath Supercross World	Acclaim	★	53
Jet X20	Sony CEA	★★	63
Jonny Moseley Mad Trix	3DO	★½	54
Jurassic Park: Operation Genesis	Universal Int.	★★★★½	68
Kelly Slater's Pro Surfer	Activision	★★★½	61
Kengo: Master of Bushido	Crave	★★★	42
Kessen	EA Games	★★★	39
Kessen II	Koei	★★★	51
Kinetica	Sony CEA	★★★★½	50
The King of Route 66	Sega	★★★	67
King's Field: The Ancient City	Agetec	★★	55
Kingdom Hearts	Square EA	★★★★½	61
Klonoa 2: Lunatea's Veil	Namco	★★★★½	47
Knockout Kings 2001	EA Sports	★★★★	42
Knockout Kings 2002	EA Sports	★★★★	55
Le Mans 24 Hours	Infogrames	★★½	48
Legaia 2: Duel Saga	Fresh Games	★★★	63
The Legend of Alon D'ar	Ubi Soft	★½	54
Legends of Wrestling	Acclaim	★★½	53
Legends of Wrestling II	Acclaim	★★★	65
Legion: The Legend of Excalibur	Midway	★★★	59
Lego Racers 2	Lego Media	★★½	51
Lethal Skies	Sammy	★★★	58
The Lord of the Rings: Fellowship of the Ring	Black Label	★★★½	63
The Lord of the Rings: The Two Towers	EA Games	★★★★½	63
Mad Maestro!	Eidos/Fresh	★★★	56
Madden NFL 2001	EA Sports	★★★★½	38
Madden NFL 2002	EA Sports	★★★★½	48
⑩ **Madden NFL 2003**	**EA Sports**	★★★★★	**60**

Here's one way to get an edge in the minicamps and finally bring Barry back to Motor City!

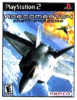
- Turn off autosave.
- Save your rosters as Cheat.
- Go to the Cheat rosters and edit the players that do the minicamps. In the case of the Ground Attack, raise Emmitt Smith's stats to 99, then lower the defensive players' ratings (Dat Nguyen and Roy Williams).
- Load Cheat rosters and serve.

GAME	PUBLISHER	SCORE	ISSUE
The Mark of Kri	Sony CEA	★★★	59

#51 We couldn't find it in our hearts to leave *GTA3* off the list completely, so we're putting it here.

50 ESSENTIAL PS2 GAMES

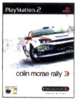
The best of the best provided for you in a handy list. Try them all at least once!



ACE COMBAT 04: SHATTERED SKIES
★★★★½
MSRP: $19.99
If flying jets and shooting stuff is your thing, then Namco's *AC04* should be, too.

ATV OFFROAD FURY 2
★★★★
MSRP: $49.99
Fast offroad fun with great graphics and online multiplayer. What more could you possibly want?

BALDUR'S GATE: DARK ALLIANCE
★★★★½
MSRP: $49.99
A case study in making a geeky concept cool: Fuel an action-RPG with hardcore *D&D* rules.



COLIN MCRAE RALLY 3
★★★★★
MSRP: $49.99
Throwing a WRC Focus sideways through the mud has never been so much fun.

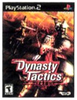
CONTRA: SHATTERED SOLDIER
★★★★½
MSRP: $49.99
Retro-chic from Konami with great graphics and the hardest boss fights ever seen.

DARK CLOUD 2
★★★★★
MSRP: $49.99
One of PS2's best RPGs without the words "final" or "fantasy" in the title. Don't overlook it!

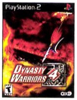
DEF JAM: VENDETTA
★★★★
MSRP: $49.99
Body slamming Redman doesn't seem like a fun idea, but it beats the pants off playing *SmackDown!*

DEUS EX: THE CONSPIRACY
★★★★½
MSRP: $14.99
This game is a work of art. Now that it's so cheap, you need to own it.

DEVIL MAY CRY
★★★★★
MSRP: $19.99
Dante was arguably the coolest game hero ever when he starred in this. Shame *DMC2* ruined his reputation.

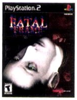


DYNASTY TACTICS
★★★★½
MSRP: $49.99
A tactical strategy game in the *Dynasty Warriors* universe, gently wok-tossed in sesame oil with noodles.



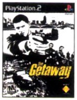
DYNASTY WARRIORS 4
★★★★½
MSRP: $49.99
Chinese warriors in really funny-looking hats beating the crap out of each other.

ESCAPE FROM MONKEY ISLAND
★★★★★
MSRP: $29.99
Notable for many reasons, not the least of which is that it's actually intentionally funny.

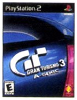


FATAL FRAME
★★★★
MSRP: $49.99
Forget *Resident Evil* and *Silent Hill*—this might actually be the scariest, creepiest game ever made.

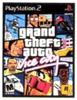
FINAL FANTASY X
★★★★★
MSRP: $49.99
If you don't already own this one, then you should be ashamed of yourself. The definitive PS2 RPG. For now.



THE GETAWAY
★★★★
MSRP: $49.99
One day, people will look back on this game as the turning point in videogame narrative and production.

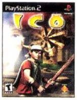


GRAN TURISMO 3: A-SPEC
★★★★★
MSRP: $29.99
Still the best all-round racing game available. There's no excuse not to own it. It's cheap!



GRAND THEFT AUTO: VICE CITY
★★★★★
MSRP: $49.99
If we pared this list down to one game, we might argue this would be it.

HIGH HEAT MLB 2004
★★★★★
MSRP: $49.99
True-blue baseball fans won't go near anything else. If you want real baseball, look no further than *High Heat*.

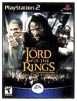


ICO
★★★★★
MSRP: $23.99
This underappreciated masterpiece is as emotionally involving as any RPG. An innocent love story for the ages.

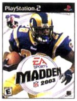
JAK & DAXTER: THE PRECURSOR LEGACY
★★★★★
MSRP: $19.99
The makers of *Crash Bandicoot* let it rip with new characters in this vast platformer.

KINGDOM HEARTS
★★★★½
MSRP: $49.99
It sounds lame, but an RPG featuring Donald Duck and Goofy really is one of the best you can buy. Believe us.

KLONOA 2: LUNATEA'S VEIL
★★★★½
MSRP: $39.99
Old-school 2D platforming fun with a great cartoony style. Don't overlook it!



LORD OF THE RINGS: THE TWO TOWERS
★★★★½
MSRP: $49.99
Who would have thought such simple gameplay could be so much fun?

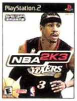


MADDEN NFL 2003
★★★★★
MSRP: $49.99
So good, even philistines who don't understand football (like boss man Davison) enjoy playing it.

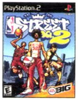
MEDAL OF HONOR: FRONTLINE
★★★★★
MSRP: $49.99
One of the great FPSs, it adds what so few do: context. *Band of Brothers*, anyone?

METAL GEAR SOLID 2: SUBSTANCE
★★★★★
MSRP: $49.99
The enhanced version of the seminal, genre-defining stealth-action game on PS2.

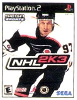
MIDNIGHT CLUB 2
★★★★★
MSRP: $49.99
High-speed illegal street racing with the added bonus of an extremely robust eight-player online mode.



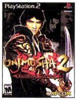
NBA 2K3
★★★★★
MSRP: $49.99
The closest thing to the real NBA, this has more style than Iverson and more power than Shaq.



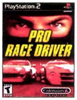
NBA STREET, VOL. 2
★★★★★
MSRP: $49.99
One of PS2's great creations, *Vol. 2* marries culture and sports, and it makes you want a Rick Barry jersey.



NHL 2K3
★★★★★
MSRP: $49.99
After years of wishing for videogame hockey to matter again, *NHL 2K3* sets the pace for years to come.



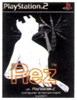
ONIMUSHA 2: SAMURAI'S DESTINY
★★★★
MSRP: $49.99
Capcom's samurai adventure dials up the fantasy and adds...a hero with an afro.



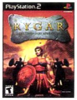
PRO RACE DRIVER
★★★★½
MSRP: $49.99
A surprise Game of the Month in Issue 65. Why? It's a racing game with a sense of purpose. Feels great, too.

RATCHET & CLANK
★★★★★
MSRP: $49.99
One day, you'll look back at these characters as "the guys who saved platform games." No, really.

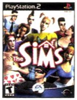
RED FACTION
★★★★★
MSRP: $19.99
Probably PS2's best story-driven first-person shooter. The sequel failed to live up to expectations.



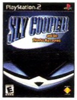
REZ
★★★★½
MSRP: $49.99
Good luck finding a copy anywhere. Sega's music-driven shooter is notoriously tough to track down. Try eBay.



RYGAR: LEGENDARY ADVENTURE
★★★★½
MSRP: $49.99
Old-school action brought bang up-to-date with great graphics and fancy effects.

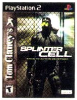


THE SIMS
★★★★
MSRP: $49.99
Are you a megalomanical control freak? If so, this is the game for you. You can even control toilet habits.



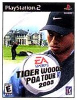
SLY COOPER AND THE THIEVIUS RACCOONUS
★★★★★
MSRP: $49.99
A beautiful example of a modern platform game with stunning cartoon-style visuals.

SOCOM: U.S. NAVY SEALS
★★★★★
MSRP: $59.99
The only game anyone plays online. That alone should be recommendation enough.



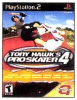
SPLINTER CELL
★★★★½
MSRP: $49.99
Like *Metal Gear Solid*, only, well, different. Worth a look for the graphics alone. They're all dreamylike.

SSX TRICKY
★★★★★
MSRP: $29.99
Still the best snowboarding game you can buy, despite enormous (and mostly crap) competition.



TIGER WOODS PGA 2003
★★★★
MSRP: $29.99
EA Sports makes Tiger seem like an interesting and fun guy to hang out with.

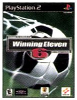
TIMESPLITTERS 2
★★★★★
MSRP: $39.99
This first-person shooter is one of PS2's finest multiplayer games. It also features a totally badass level editor.



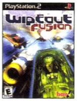
TONY HAWK'S PRO SKATER 4
★★★★★
MSRP: $39.99
In a tired genre, *Hawk 4* is more than a fresh coat of paint. It's original in every way.

VIRTUA FIGHTER 4
★★★★★
MSRP: $29.99
We called it "the best fighting game ever made." We still stand by that. Because it is. Seriously.

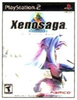
WAR OF THE MONSTERS
★★★★★
MSRP: $39.99
It's beat-em-ups like this one that remind us why we play games: to have fun.



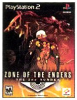
WINNING ELEVEN 6
★★★★★
MSRP: $39.99
Americans should get onboard with this. It gives hints as to why everyone else in the world loves soccer.



WIPEOUT FUSION
★★★★½
MSRP: $29.99
Shockingly underappreciated futuristic racer. Part of a legacy that goes all the way back to PS1 year one.



XENOSAGA
★★★★
MSRP: $49.99
A long, heavy, and deep sci-fi RPG with the longest cut-scenes ever. Plus, it features robo-chicks in hot pants.



ZONE OF THE ENDERS: THE 2ND RUNNER
★★★★½
MSRP: $49.99
All you have to do is look at this mech melee's creamy-smooth graphics. Yum!

Did we miss something in our Essential 50? Let us know by e-mailing us at opm@ziffdavis.com. Title the e-mail 50.

HITZ THE GOALIE!

In *NHL Hitz 20-03*, turn off penalties and start checking the goalie. When he's had enough, he'll start to fight!

MAPPIN' IT

In *Midnight Club II*, keep an eye on the map. You can smash through pink buildings. Watch for glass walls and doors.

GAME	PUBLISHER	SCORE	ISSUE
Marvel vs. Capcom 2	Capcom	★★★★	61
Mat Hoffman's Pro BMX 2	Activision	★★★★	60
Max Payne	Rockstar	★★★★	53
Maximo: Ghosts to Glory	Capcom	★★★½	54
MDK2 Armageddon	Interplay	★★★½	45
Medal of Honor: Frontline	**EA Games**	★★★★★	**5**
Men in Black II: Alien Escape	Infogrames	★★½	60
Metal Gear Solid 2	**Konami**	★★★★★	**51**
Metal Gear Solid 2: Substance	**Konami**	★★★★★	**67**
Metropolismania	Natsume	★★★	61
Midnight Club	**Rockstar**	★★★★	**39**
Midnight Club II	**Rockstar**	★★★★★	**67**
Mike Tyson Heavyweight Boxing	Codemasters	★	58
Minority Report	Activision	★★½	65
Mister Mosquito	Eidos/Fresh	★★★½	56
MLB 2004	Sony CEA	★★★	67
MLB Slugfest 20-03	Midway	★★★★	59
MLB Slugfest 20-04	Midway	★★★★	67
Mobile Suit Gundam: Federation vs. Zeon	Bandai	★★★½	61
Mobile Suit Gundam: Journey to Jaburo	Bandai	★	48
Mobile Suit Gundam: Zeonic Front	Bandai	★★★	54
Monopoly Party	Infogrames	★★★	65
Monster Rancher 3	Tecmo	★★★★	50
Monsters, Inc.	Sony CEA	★★★½	55
Mortal Kombat: Deadly Alliance	Midway	★★★★	64
MotoGP	Namco	★★★★	39
MotoGP2	Namco	★★★★½	53
MotoGP3	Namco	★★★★½	67
Motor Mayhem	Infogrames	★★★	47
MTV Music Generator 2	Codemasters	★★★	46
The Mummy Returns	Universal	★½	52
MVP Baseball 2003	EA Sports	★★★½	67
MX 2002 Featuring Ricky Carmichael	THQ	★★★★	47
MX Rider	Infogrames	★★★½	52
MX Superfly Featuring Ricky Carmichael	THQ	★★★½	59
My Street	Sony CEA	★★★	67
Myst III: Exile	Ubi Soft	★★★½	63
Mystic Heroes	Koei	★★½	64
Namco Museum	Namco	★★★½	53
NASCAR 2001	EA Sports	★★½	40
NASCAR Heat	Infogrames	★★★★	47
NASCAR Thunder 2002	EA Sports	★★★★½	51
NASCAR Thunder 2003	EA Sports	★★★★½	62
NASCAR: Dirt to Daytona	Infogrames	★★★½	63
NBA 2K2	**Sega Sports**	★★★★★	**53**
NBA 2K3	**Sega Sports**	★★★★★	**63**
NBA Hoopz	Midway	★★★	44
NBA Live 2001	EA Sports	★★★	42
NBA Live 2002	EA Sports	★★½	51
⑫ **NBA Live 2003**	**EA Sports**	★★★★	63

Live* meets *Vendetta without all the rasslin'. Here's how!

- From the Main menu, select Roster Management.
- Select Create Player.
- Select Bio.
- In the Last Name field, enter one of these codes:

FLIPMODE	Busta	**GHETTOFAB**	Fabolous
MIXTAPES	DJ Clue	**CALIFORNIA**	Hot Karl
GOODBEATS	Just Blaze	**DOLLABILLS**	B. Rich

- Press ⊗.
- You'll get a confirmation overlay if you entered the code correctly.
- Go to the Free Agent pool. You'll have to release a player from your team to add these artists.

GAME	PUBLISHER	SCORE	ISSUE
NBA ShootOut 2001	Sony CEA	★★½	44
NBA ShootOut 2003	Sony CEA	★★★	63
NBA Starting Five	Konami	★★½	63
NBA Street	**EA Sports Big**	★★★★★	**47**
NBA Street Vol. 2	**EA Sports Big**	★★★★★	**68**
NCAA College Basketball 2K3	Sega Sports	★★★★	64
NCAA College Football 2K3	Sega Sports	★★½	60
NCAA Final Four 2001	Sony CEA	★	41
NCAA Final Four 2002	989 Sports	★½	52
NCAA Final Four 2003	Sony CEA	★★½	64
NCAA Football 2002	EA Sports	★★★★½	48
NCAA Football 2003	**EA Sports**	★★★★★	**60**
NCAA GameBreaker 2001	Sony CEA	★½	41
NCAA GameBreaker 2003	Sony CEA	★★	61
NCAA March Madness 2002	EA Sports	★★★	53
NCAA March Madness 2003	EA Sports	★★★	64
Need for Speed: Hot Pursuit 2	**EA Games**	★★★★★	**62**
NFL 2K2	**Sega Sports**	★★★½	**52**
NFL 2K3	Sega Sports	★★★★½	60
NFL Blitz 20-02	Midway	★★★★	55
NFL Blitz 20-03	Midway	★★★½	60
NFL GameDay 2001	Sony CEA	★	40
NFL GameDay 2002	Sony CEA	★½	53
NFL GameDay 2003	Sony CEA	★★½	61
NFL Quarterback Club 2001	Acclaim	★★½	50
NHL 2001	EA Sports	★★★★	38
NHL 2002	EA Sports	★★★★½	50
NHL 2003	EA Sports	★★★½	63
NHL 2K3	**Sega Sports**	★★★★★	**64**
NHL FaceOff 2001	Sony CEA	★★★½	43
NHL FaceOff 2003	Sony CEA	★★	64
NHL Hitz 20-02	Midway	★★★★	51
NHL Hitz 20-03	Midway	★★★★½	62
Ninja Assault	Namco	★★½	61
No One Lives Forever	Sierra	★★★½	56
Okage: Shadow King	Sony CEA	★★★	51
Oni	Rockstar	★½	43
Onimusha: Warlords	**Capcom**	★★★★	**43**
Onimusha 2: Samurai's Destiny	Capcom	★★★★	60
Orphen: Scion of Sorcery	Activision	★★★	39
Pac-Man Fever	Namco	★★	60
Pac-Man World 2	Namco	★★★★½	54
PaRappa the Rapper 2	Sony CEA	★★★½	53
Paris-Dakar Rally	Acclaim	★★	53
Pirates: The Legend of Black Kat	EA Games	★★★½	55
Portal Runner	3DO	★★	50
The Powerpuff Girls: Relish Rampage	Bam	★★	65
Pride FC	THQ	★★★★	65
Primal	Sony CEA	★★★★	68
Pro Race Driver	Codemasters	★★★★½	65
Project Eden	Eidos	★★★½	52
Pryzm Chapter One: The Dark Unicorn	TDK Mediactive	★★½	60
P.T.O. IV	Koei	★★★	66
Q-Ball Billiards Master	Take 2	★★★½	40
Quake III Revolution	EA Games	★★★★½	44
Rally Fusion: Race of Champions	Activision	★★★	64
Ratchet & Clank	**Sony CEA**	★★★★★	**63**
Rayman 2: Revolution	**Ubi Soft**	★★★★★	**41**
Rayman 3: Hoodlum Havoc	Ubi Soft	★★★½	67
Rayman Arena	Ubi Soft	★★★½	57
RC Revenge Pro	Acclaim	★★½	41
Ready 2 Rumble Boxing Round 2	Midway	★★★★	40
Real Pool	Infogrames	★★★½	40
Red Card Soccer 20-03	Midway	★★★	57
Red Faction	**THQ**	★★★★★	**46**
Red Faction II	THQ	★★★★	63
Reign of Fire	Bam	★★★½	63
Resident Evil–Code: Veronica X	**Capcom**	★★★★½	**48**
Rez	Sega	★★★★½	53
Ridge Racer V	Namco	★★★★½	38
Riding Spirits	Bam	★★★½	61
Ring of Red	Konami	★★★★	43
RLH: Run Like Hell	Interplay	★★★	62
Road Trip	Conspiracy	★★★★	61
Rocky	Ubi Soft	★★★★	64
Robot Alchemic Drive	Enix	★★★★	63
Robotech: Battlecry	TDK	★★★½	62
Romance of the Three Kingdoms VII	Koei	★★½	60
Rugby	EA Sports	★★★½	48
Rumble Racing	EA Games	★★★★½	45
Rune: Viking Warlord	Take 2	★★½	48
Rygar: The Legendary Adventure	Tecmo	★★★★½	64
Salt Lake 2002	Eidos	★★½	55
Savage Skies	Bam	★★★	56
Scooby-Doo: Night of 100 Frights	THQ	★★★	58
The Scorpion King: Rise of the Akkadian	Universal	★★	62

REPLAY FORUM

THE SIMS: TRASH TALK

Here's a little thing that can make *The Sims* go a bit quicker: I call it the Never Take Out the Garbage trick! Here's how you do it: Whenever your trash bin or garbage compactor is full, go to empty it, then drop it on the floor by pressing △ to stop the action. Then, clean it up and put it back into the trash bin or compactor. Here's the thing: It will count as only one piece of garbage. By doing this all the time, you will notice that you never have to go out to the trash can in the front yard!

Paul D.C.
decostebl@1000island.net

TRIBES ASSAULT: CHATTING IT UP

Add CHAT-TEST to your buddy list in order to use a Chat menu on certain servers. Servers with arrows next to them—with names like Shazbot!—allow you to use this.

Press □ during the game to bring up a chat menu. At the start, the menu has four sections.

For example, if you want to say "hi," first select Global with the △ button. At Greetings, you'll press the button that corresponds to your message. If the message you want is on the right, press ○. If it's on the left, press □. In order to get rid of the Chat menu without selecting anything, just press R2.

dsxsuperfly@hotmail.com

GAME	PUBLISHER	SCORE	ISSUE
Seek and Destroy	Conspiracy	★★★½	66
Sega Bass Fishing Duel	Sega	★★★	62
Sega Soccer Slam	Sega Sports	★★	62
Sega Sports Tennis	Sega Sports	★★★★½	60
Shadow Hearts	Midway	★★★★	52
Shadow of Destiny	Konami	★★★½	43
Shadow Man: 2econd Coming	Acclaim	★★	57
Shaun Palmer's Pro Snowboarder	Activision	★★½	52
Shifters	3DO	★	58
Shinobi	Sega	★★★½	63
Shox	EA Sports Big	★★★½	63
Shrek Super Party	TDK Mediactive	★★½	64
Silent Hill 2	**Konami**	★★★★½	**50**
Silent Scope	Konami	★★★	39
Silent Scope 2	Konami	★★★½	49
Silent Scope 3	Konami	★★★½	62
Silpheed: The Lost Planet	Working Designs	★★★½	40
The Simpsons: Road Rage	**EA Games**	★★★	**52**
The Simpsons Skateboarding	EA Games	★½	64
③ **The Sims**	**EA Games**	★★★★	65

In a hurry to play multiplayer? No problem. Just follow these rules:

- At the Main menu, press R1, R2, L1, and L2 simultaneously to bring up the Cheat menu.
- Type in MIDAS and press Done.
- Start Get A Life mode.
- Get into the hot tub with the girl.
- Press Start.
- Choose Quit.
- Choose Just Quit.

GAME	PUBLISHER	SCORE	ISSUE
Sky Gunner	Atlus	★★★½	58
Sky Odyssey	Activision	★★★	40
Sled Storm	EA Big	★★★½	55
Sly Cooper and the Thievius Raccoonus	**Sony CEA**	★★★★★	**62**
Smash Court Tennis Pro Tournament	Namco	★★★½	56
Smuggler's Run	**Rockstar**	★★★★½	**39**
Smuggler's Run 2: Hostile Territory	Rockstar	★★★★½	52
Soccer America: International Cup	Hot-B	★★	48
Soccer Mania	EA/Lego	★★★½	59
⑭ **SOCOM: U.S. Navy SEALs**	**Sony CEA**	★★★★★	**60**

UNLOCK LEVEL SELECT Beat the game on the Lieutenant Junior Grade rank to unlock the Level Select option.

UNLOCK THE MULTIPLE GRENADE LAUNCHER Beat the game three times to unlock the MGL (Multiple Grenade Launcher).

USE TERRORIST WEAPONS Beat the game with an Ensign rank.

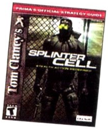
GAME	PUBLISHER	SCORE	ISSUE
Soldier of Fortune	Majesco	★★★	52
Soul Reaver 2	Eidos	★★★	52
Space Race	Infogrames	★★½	59
Spider-Man	Activision	★★★★½	57
Splashdown	Infogrames	★★★★	52
Splinter Cell	Sony CEA	★★★★½	68
Spy Hunter	**Midway**	★★★★½	**50**
Spyro: Enter the Dragonfly	Vivendi Universal	★★★	64
SSX	**EA Sports BIG**	★★★★★	**38**
SSX: Tricky	**EA Sports BIG**	★★★★★	**52**
Star Trek Voyager: Elite Force	Majesco	★★½	53
Star Wars Bounty Hunter	LucasArts	★★★	64
Star Wars The Clone Wars	LucasArts	★★★	65
Star Wars Super Bombad Racing	LucasArts	★★	45
Star Wars Jedi Starfighter	LucasArts	★★★½	56
Star Wars Racer Revenge	LucasArts	★★★★½	55
Star Wars Starfighter	**LucasArts**	★★★★½	**43**
State of Emergency	Rockstar	★★★	55
Stitch: Experiment 626	Sony CEA	★★½	59
Street Fighter EX 3	Capcom	★★★½	39
Street Hoops	Activision	★★★½	60
Stretch Panic	Conspiracy	★★★½	47
Stuntman	Infogrames/Atari	★★★	59
Sub Rebellion	Metro 3D	★★★★	62
Suikoden III	Konami	★★★	63
Summoner	THQ	★★★	39
Summoner 2	THQ	★★★½	62
Sunny Garcia Surfing	Ubi Soft	★★★½	51
Super Bust-A-Move	Acclaim	★★★	41
Super Bust-A-Move 2	Ubi Soft	★★★½	63

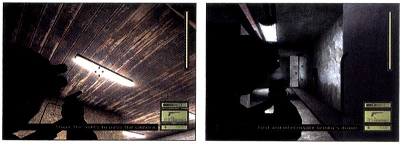
SPLINTER CELL

Fourteen tips you must know to survive in Tom Clancy's latest adventure

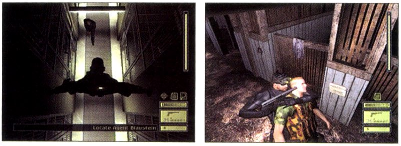
Tom Clancy's Splinter Cell is the best tactical-espionage jaunt since Solid Snake visited Alaska. Where do I leave the bodies? How do I prevent being winged by automatic turrets? Why aren't those barrels exploding? How do I throw gas grenades without an embarrassing miscalculation? My combat fatigues are chafing; where do I dab the ointment? All but one of these questions are fully explored in our exclusive action chart to getting the most out of your surreptitious infiltration. Brought your way by the operatives at Prima Games.

Check out Prima's Official Strategy Guide for even more tips for mastering *Splinter Cell*.

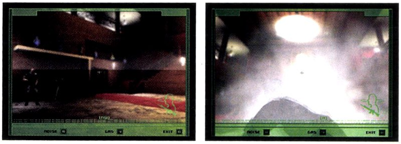



Shoot the lights to pass the camera.
Find and interrogate Grinko's driver

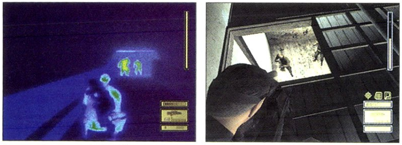
Although both weapons are suppressed, **the Five-7 pistol produces less sound than the SC-20K, making it ideal for taking out cameras and lights** when enemies are within earshot. Still, the sound of the bullet's impact is usually enough to attract a guard's attention, so make sure guards are a good distance away from your intended target.



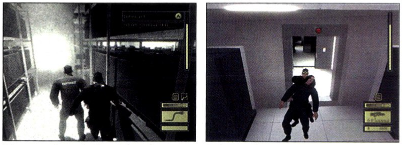
The problem with using deadly force is that it can set off alarms and lead to additional enemies joining the fight. That's why it's important to limit the killing and make sure you can control the effects. **As a general rule, before killing someone, ask yourself if there is another way**. Often, there is.



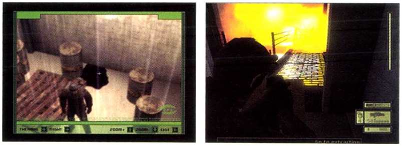
You will most often use distractions and diversions to lure enemies into positions where you can incapacitate them. **In later missions, you will have access to a diversion camera**. This is a great tool that you can fire at a wall. Once stuck there, it can make a noise to attract an enemy. Draw him near, then knock him out with the gas function.



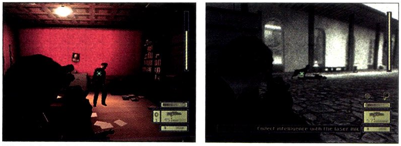
Gas grenades are great for knocking out tight enemy clusters, but the gas canister will bounce around a great deal after exiting the SC-20K. Once the grenade comes to a rest, it emits a large gas cloud. The longer enemies remain within the cloud, the more likely they are to pass out. Stay away from the cloud until the gas dissipates or you'll begin to take damage.



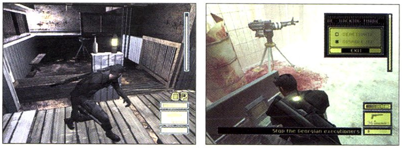
Alarm panels can be found throughout most missions and can be activated by either enemy guards or civilians. Be careful; **if alerted, enemies (and civilians) will run to the nearest alarm panel, and once an alarm is sounded, expect more enemies to appear**. Not only does the presence of more enemies make your job harder, it could also result in Lambert pulling the plug on the entire operation.



Shooting oil barrels may not always produce the explosive result you expect. Instead of exploding, the oil may harmlessly pool onto the floor. If this happens, fire another round at the oil pool to spark the destruction you're looking for. Grenades also work well and trigger a more violent reaction. But stand back—you don't want to get caught in the secondary explosions.



When firing airfoil rounds with the SC-20K, aim for the enemy's head to deliver an incapacitating blow. **Hitting an enemy anywhere but the head will only temporarily stun him**, requiring you to either fire a second round or strike him. The only exception: You can hit guard dogs anywhere to produce an instant knockout.



Automated turrets aim by tracking a target's heat signature. **To distract a turret, throw a lit flare in the opposite direction of your movement.** This should give you enough time to move around the turret's firing arc. When possible, use this opportunity to get behind the turret and disable it.

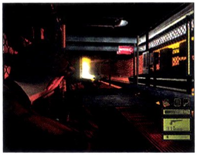
We have to admit, the name Tom Clancy isn't really doing it for us, so we're just going to refer to this game as *Splinter Cell*. That cool with you, Tom?

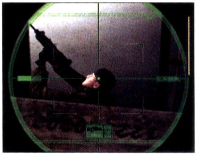
1 The remaining number of Jack Ryan books that Tom Clancy will write. The *Splinter Cell* gaming franchise will continue beyond that.

OVERHEARD "Many people have asked if Sam Fisher is a character from one of Clancy's books or movies. The answer is no." —*Splinter Cell* Producer Mathieu Ferland

STEALTH WINS CHAMPIONSHIPS

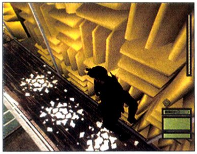
When lethal force is necessary, avoid firefights. Instead, **use your weapons when the enemy is not expecting it**. Before shooting, find a dark area with some cover. Set up your shots and plan out the engagement before you fire the first shot. If there are two enemies to eliminate, decide which to shoot first and consider how the other enemies may respond.

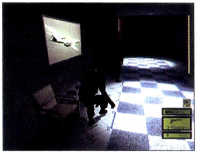




WATCH YOUR STEP!

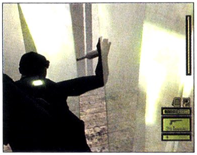
Different surfaces produce different sounds as you move across them. For example, **Sam can quickly move across surfaces like carpet and grass without attracting much attention**. Rushing over surfaces like tile, wood, metal, and snow, however, often alarm nearby enemies, causing them to investigate.

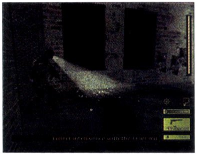




BOTTLES AND CANS, CLAP YOUR HANDS!

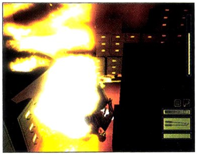
Throughout some missions, you'll find bottles and cans that can be picked up and thrown. Cans just make noise, while bottles break and leave glass around an area. **Throw a can or bottle in one direction to divert enemies' attention**, or lure them away from their positions so you can slip past.

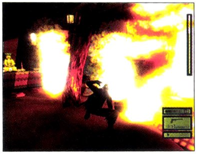




IT'S GETTING HOT IN HERE

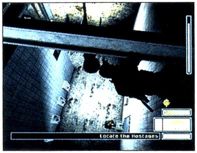
Rolling allows you to move through flames without taking damage. It's easiest to roll from an upright position while running at full speed. **Begin the roll just before reaching the flames and allow the movement to carry you through the hazard unscathed**. Rolling is also a good way to avoid enemy fire when rushing across open areas.

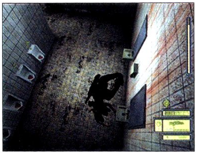




DEATH FROM ABOVE

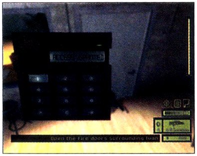
Whenever possible, **look for opportunities to perform the drop attack**. Not only is this a quick way to incapacitate an enemy, but it also silences your fall. Take the high ground and look for ways to get above an unsuspecting enemy. Dropping from pipes does the job, too; just make sure you're lined up with the target before letting go.

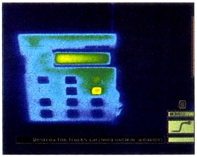




PDA'S ARE SO FRICKIN' USEFUL

Often, you can glean codes for keypad locks from data sticks. You can retrieve these from computers or fallen enemies' satchels. **You'll automatically file any security codes under your PDA's Notes section**. Try reading the code off the keypad itself by activating Sam's thermal vision and analyzing the residual heat on the keys. Remember, the first key will be the coolest, and the last will be the warmest.





GAME	PUBLISHER	SCORE	ISSUE
Supercar Street Challenge	Activision	★★½	52
Superman: Shadow of Apokolips	Atari	★★★½	63
Surfing H30	Rockstar	★★	40
Swing Away Golf	EA Games	★★★	38
Tarzan: Untamed	Ubi Soft	★★★½	52
Taz: Wanted	Infogrames	★★★½	60
Tekken 4	Namco	★★★½	61
Tekken Tag Tournament	**Namco**	★★★★½	**39**
Tenchu: Wrath of Heaven	Activision	★★★	67
The Terminator: Dawn of Fate	Atari	★★½	63
Test Drive	Infogrames	★★★½	58
Test Drive Off-Road: Wide Open	Infogrames	★★★	48
Tetris Worlds	THQ	★★	57
Theme Park Roller Coaster	EA Games	★★★★	41
The Thing	Universal	★★★	62
Thunderstrike: Operation Phoenix	Eidos	★½	52
Tiger Woods PGA Tour 2001	EA Sports	★★★	44
Tiger Woods PGA Tour 2002	EA Sports	★★★★	55
Tiger Woods PGA Tour 2003	EA Sports	★★★★½	63
Time Crisis 2	Namco	★★★★	49
TimeSplitters	**Eidos**	★★★★★	**39**
TimeSplitters 2	**Eidos**	★★★★★	**63**
Tokyo Xtreme Racer Zero	Crave	★★½	45
⑪ **Tom Clancy's Ghost Recon**	**Ubi Soft**	★★★½	**65**

We searched high and low for more codes, but this was it. If you have tips, send them along, and we'll make use of them.

SUPERMAN Enter L1, R2, L2, R1, Select at the Pause menu.

UNLOCK ALL MISSIONS Enter ⊗, L2, △, R2, Select at the Title screen.

UNLOCK ALL SPECIAL FEATURES Enter L1, L2, R1, R2, ⊗, Select at the Title screen.

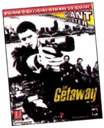
GAME	PUBLISHER	SCORE	ISSUE
Tony Hawk's Pro Skater 3	**Activision**	★★★★★	**51**
Tony Hawk's Pro Skater 4	**Activision**	★★★★★	**63**
Top Angler	Xicat	★★★½	57
Top Gear Dare Devil	Kemco	★★★½	41
Top Gun: Combat Zones	Titus	★★★	50
Total Immersion Racing	Empire	★	66
Transworld Surf	Infogrames	★★★½	57
Tribes: Aerial Assault	Sierra	★★★½	62
Triple Play 2002	EA Sports	★★	55
Triple Play Baseball	EA Sports	★★	45
Tsuganai: Atonement	Atlus	★★★	53
Turok: Evolution	Acclaim	★½	62
Twisted Metal: Black	**SCEA**	★★★★★	**47**
Twisted Metal: Black Online	SCEA	★★★★	61
Ty the Tasmanian Tiger	EA Games	★★★	62
UFC Throwdown	Infogrames	★★★½	58
Unison	Tecmo	★★★½	44
Unreal Tournament	Infogrames	★★½	40
V-Rally 3	Infogrames	★★★★½	64
Vampire Night	Namco	★★½	52
Vexx	Acclaim	★★	67
Victorious Boxers	Empire	★★★½	51
Virtua Fighter 4	**Sega**	★★★★★	**55**
War Jetz	3DO	★★½	48
War of the Monsters	**Sony CEA**	★★★★★	**64**
Warriors of Might & Magic	3DO	★★½	44
Wave Rally	Eidos	★½	53
Way of the Samurai	Bam	★★★½	59
Whirl Tour	Vivendi Universal	★★	63
Whiteout	Konami	★	65
Wild Arms 3	Sony CEA	★★★½	62
Wild Wild Racing	Interplay	★★★	39
Winback	Koei	★★★★	43
Wipeout Fusion	Bam	★★★★½	57
Wizardry: Tale of the Forsaken Land	Atlus	★★★	53
Woody Woodpecker: Buzz Buzzard Park	Dreamcatcher	★★★	57
World Destruction League: Thunder Tanks	3DO	★★★	42
World of Outlaws: Sprint Cars	Infogrames	★★★★	55
World Series Baseball 2K3	Sega Sports	★★★★	67
World Soccer: Winning Eleven 6 Int'l	**Konami**	★★★★★	**67**
World Tour Soccer 2002	Sony CEA	★★★★	53
World Tour Soccer 2003	Sony CEA	★★★★	65
WRC: World Rally Championship	**Bam**	★★★★★	**57**
Wreckless: The Yakuza Missions	Activision	★★	63

Getaway from it all in a secret ride.

SILVER SCREEN GETAWAY
While two films entitled *The Getaway* have been released, neither has anything to do with the game (or London).

THE GETAWAY

Fancy toolin' around town in a primo perambulator?



If you love *The Getaway*, look no further than Prima's official strategy guide for every secret in the game!

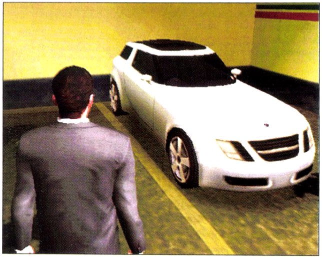
Drop in on Hammond's manor and he'll 'ave you round for a quick squizz at some dodgy motors. Hidden ones. There are 12 of these bleeders; here's where they are, which modes they're in, and how much of a laugh they are. Try to finish all 24 missions of *The Getaway*, choose Free Roaming mode from Extra Features, then start yer larkin' about!

MZ2

The MZ2 is easier to secure than a dodgy DVD player easy indeed). You begin Free Roaming mode with this bad boy. Gun the engine, guvnor! Like you mean it, now.

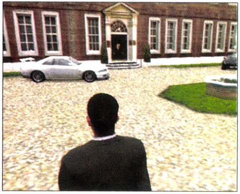
Saab 9x

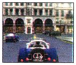
Would you like to test-drive a Saab? Piece of cake. Or scone. Whatever. From the start of Free Roaming mode, drive to the lowest level of the NCP car park in Chinatown, and there's your new Saab 9x. As you leave, ponder this: Why do Saabs have heated rear windows? To keep your hands warm when you're pushing them! Ha! A joke at Saab's expense. Good times. If you're like us, you'll nick this bucket of bolts just to wreck it. Try driving the wrong way in one of London's many traffic circles. Ten (meaningless) points per circuit. Challenge your mates! Or don't.



Go-Kart, TVR, Lotus M250, and Nissan Skyline

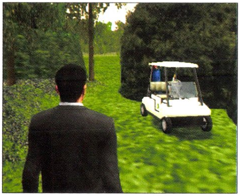
Let's snag four of the 12 hidden cars straightaway. From where you start Free Roaming mode, make a 180-degree turn. Drive forward to the T-junction and take a right (the smaller images, below right, illustrate the correct route). Go forward a bit, then turn right again at the four-way intersection. Head toward Marble Arch, turn left and merge with traffic, and then immediately follow the road around to the right. Drive forward (Hyde Park should be on your left). Keep going until you come to the grass-covered island in the road. Go over the island and through the gate (which is usually closed), and then drive up the path to the mansion. You'll find the Nissan Skyline and the TVR out front. Head into the garage, where you'll find the comedic go-kart and the Lotus M250. That's four delicious autos to choose from already (well, three delicious autos and a go-kart), and we're just getting started. If you are so inclined, please indulge in a doughnut or two on the lawn before leaving the premises. After stealing cars (not to mention breaking and entering), what's a little vandalism?





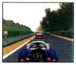
Golf Cart

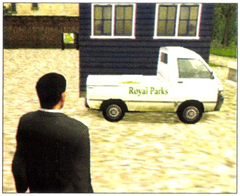
From the front gate of the mansion, turn right and drive forward. When you see two gray posts on the left, turn into Hyde Park. Drive on the path until it splits in two and there is a large clearing in front of you (see small pics). Look for the cart near two large hedges on the right. Then prepare for embarrassing antics at lawn mower speeds. Try out this motorized hair dryer if you must.



Hi-Jet Pickup

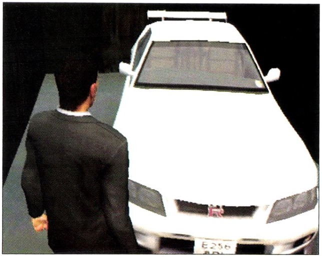
If you want to fulfill your "Cockney chimney sweep" fantasies, you'll need the proper set of wheels. Get to the mansion gates, turn around, and drive straight down the road. Eventually, you'll see a trail heading into Hyde Park. Follow the trail until you spot a blue hut that looks like Doctor Who's Tardis, but fatter. Yes, that's the pickup in front. They really are that small in Blighty.





White Nissan Skyline

This insane combination of import power and funky-fresh styling is just waiting for Nissan to grow bollocks and release it Stateside. Until then, at least we can drive it in virtual London. Start at the entrance to Charlie's Warehouse. Turn right, then right again, and then left onto the main road. Drive forward and take the first right (at the light-blue shop called Minty). Turn right at the next intersection; you'll be driving against traffic (see small picture, right). Look for a pile of cardboard boxes on the left. Stroll behind the boxes to find the white Skyline. Press the accelerator and savor the madcap speeds of this beast.



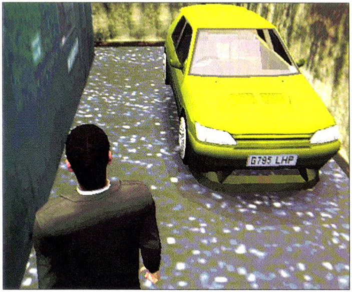
What's your favorite hidden car in *The Getaway*? We favor the Hi-Jet Pickup. Write us at opm@ziffdavis.com and tell us yours by titling e-mail *Replay: Getaway: Stolen Car.*

1971 The year Michael Caine starred in the original *Get Carter*. Caine's character was the model for *The Getaway*'s lead, Mark Hammond.

OVERHEARD "London took over 1,000 years to become what it is today; we pieced it together in just over three."—*The Getaway* Director Brendan McNamara

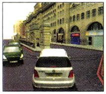
Peugeot 306 Street Racer

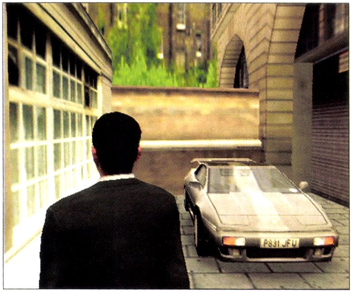
To access one of the best street-racing cars you've never heard of (think Subaru WRX with added Frenchness), begin your search on Westminster Bridge, facing the Houses of Parliament. Gaze at the marvel of Gothic architecture (the pointy building with the big clock), then head west. Drive past Big Ben, and when you reach the first intersection, hang a left. When you get to the roundabout, turn right. Follow the long stretch of blue boards on the right side of the street until you reach a gap with a pile of cardboard boxes in it. Boldly drive through the boxes! The Peugeot 306 is waiting in this underground car park behind the hut. It's here in both Normal and Free Roaming modes. It's a horrific yellow color, too!



Lotus Esprit

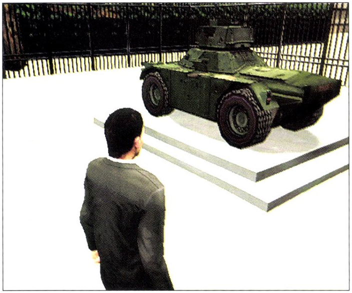
This is a classic, popularized by the quintessential English gent. No, not Liam Gallagher; we're talking about the second-best James Bond of all time, Roger "Piece" Moore. To find the car, start from Charlie's Depot. Head straight through the gates and turn right. Then push your accelerator pedal to the floor, because you've got a long and tedious distance to travel in a straight line. Keep driving (and driving) until you spot a turnout on the right. Follow the turnout to the very end, then swing around behind the building. Look for an alcove on the right; you'll find the Esprit parked inside. It's available in both Normal and Free Roaming modes. Unlike Bond's version, this one doesn't have far-fetched aquatic abilities.





Tank

This is available in Free Roaming and Normal modes. Once you've marveled at what centuries of inbreeding can produce, turn from the front gate of Buckingham Palace and face the Victoria Memorial. Turn right, drive through the posts, and head across the small grassy area. Turn left at the junction. Continue forward, checking the right side of the roadway (or "pavement" if you're getting into character) for a pile of autumn leaves. Near the trees, you'll see a gate. Drive through it to find the tank. *Grand Theft Auto*, eat your heart out! To make irresponsible use of your newfound firepower (as we know you must), press L3 to fire the cannon! With this firepower you'll be ready, Tommy, when "ze Germans" arrive.



GAME	PUBLISHER	SCORE	ISSUE
WTA Tour Tennis	Konami	★	57
WWE Crush Hour	THQ	★★½	68
WWE SmackDown!: Shut Your Mouth	THQ	★★½	64
WWF SmackDown!: Just Bring It	**THQ**	★★★½	**52**
X-Men: Next Dimension	Activision	★★★★½	64
X Squad	EA Games	★★★½	38
❻ **Xenosaga: Episode 1—Der Wille Zur Macht**	**Namco**	★★★★	**66**

MAD MONEY Need some cash to soup up your A.W.G.S.s? Head to the casino and play some video poker. Anytime you get a pair or higher, go double-or-nothing by playing the high/low game. Use some common sense, and you'll be racking up the coins in no time. Then, trade in the coins for casino prizes, and sell those prizes for cash when you return to the game!

GAME	PUBLISHER	SCORE	ISSUE
Yanya Caballista: City Skater	Koei	★★★½	49
❹ **Yu-Gi-Oh!: The Duelists of the Roses**	**Konami**	★★½	**67**

MAP EDIT If you can finish both the Red and White Rose stories, you'll unlock Map Edit in the cutom duel. This will let you create your own duel field for custom duels. Is there anything better?

GAME	PUBLISHER	SCORE	ISSUE
Zapper	Infogrames	★★½	64
Z.O.E: Zone of the Enders	Konami	★★★★½	44
Zone of the Enders: The 2nd Runner	Konami	★★★★½	68

PS1 TRICKS AND REVIEW ARCHIVE

007 Racing	EA Games	★★★	41
3Xtreme	989 Studios	★	21
40 Winks	GT Interactive	★★★★	28
102 Dalmatians: Puppies to the Rescue	Eidos	★★★½	41
2002 FIFA World Cup	EA Sports	★★★★	58
A Bug's Life	**Sony CEA**	★★	**15**
Ace Combat 2	**Namco**	★★★★★	**1**
Ace Combat 3: Electrosphere	Namco	★★★	31
Aces of the Air	Agetec	½	64
Action Bass	Take 2	★★	37
Action Man: Operation Extreme	Hasbro	★★★	41
Akuji the Heartless	Crystal Dynamics	★★★	18
Aladdin in Nasira's Revenge	Sony CEA	★★	45
Alexi Lalas International Soccer	Rockstar	★	23
Alien Resurrection	Fox Interactive	★★★	38
All-Star Slammin' D-ball	Agetec	★★½	56
Alone in the Dark: The New Nightmare	Infogrames	★★★★	47
Alundra	Working Designs	★★★★½	4
Alundra 2	Activision	★★★	32
The Amazing Virtual Sea-Monkeys	Conspiracy	★½	66
Animaniacs Ten Pin Alley	ASC	★★★	17
Animorphs: Shattered Reality	Infogrames	★★½	37
Ape Escape	**Sony CEA**	★★★★★	**22**
Apocalypse	Activision	★★★	16
Arc the Lad Collection	Working Designs	★★★★	52
Arcade Party Pak	Midway	★★★½	28
Arcade's Greatest Hits: Atari Collection 2	Midway	★★½	7
Arcade's Greatest Hits: Midway Collection 2	Midway	★★	4
Armored Core	Sony CEA	★★★½	3
Armored Core: Master of Arena	Agetec	★★½	31
Armorines: Project S.W.A.R.M.	Acclaim	½	35
Army Men 3D	**3DO**	★★★	**20**
Army Men: Air Attack	3DO	★★★★	27
Army Men: Air Attack 2	3DO	★★★½	39
Army Men: Green Rogue	3DO	★½	47
Army Men: Sarge's Heroes	3DO	★★	32
Army Men: Sarge's Heroes 2	3DO	★★½	40
Army Men: World War	3DO	★½	34
Army Men: World War - Final Front	3DO	★½	45
Army Men: World War - Land, Sea, Air	3DO	★½	39
Arthur! Ready to Race	The Learning Co.	★	42
Assault	Midway	★★★	15
Asteroids	**Activision**	★★★½	**16**
Atari Anniversary Edition Redux	Infogrames	★★	53
Atlantis: The Lost Empire	SCEA	★★★★	48
ATV: Quad Power Racing	Acclaim	★	39
Austin Powers Pinball	Gotham Games	★★	64
Auto Destruct	Electronic Arts	★★★	6

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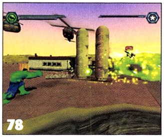
13 DEMO DISC
Check out the Favorite Fighting Games feature, and play a game that will never be released here!

16 INPUT
You send us letters, we print your letters. Because we care. Here's the address: opm@ziffdavis.com.

22 SPIN
Backyard Wrestling. Videogames as art. *Soul Calibur II*. *Altered Beast*. And much, much more.

110 REPLAY
A whopping 18 pages of tricks, strategies, and archived reviews. You bought it, we got it covered.

128 P.S.
We explore some of the most overrated crap in gaming. Plus: Penny Arcade and P.S.A.T.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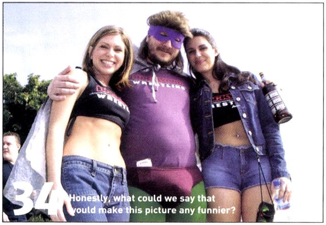
FRUTAS
FRUTAS
19.95
90 *SOCOM 2*: Now with 100% fresher fruit.


34 Honestly, what could we say that would make this picture any funnier?

Two words: world exclusive. What, were you expecting some *other* U.S. Navy SEALs game?

PlayStation
MAGAZINE
RATCHET & CLANK 2
ENTER THE MATRIX
8 GAMES THAT WILL CHANGE EVERYTHING
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85 NHL 2K4
85 NHL Hitz: Pro
70 Onimusha 3
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Seven PS2 games that will change everything.

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OPM's handy monthly calendar.

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Find out how the underground sport is making its way to your PS2.

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He created *Earthworm Jim* and made twisted humor his trademark. Learn about Shiny's Dave Perry.

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Altered Beast makes a comeback at last.

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Soul Calibur II has hit Japan (and our offices) like a firestorm. Find out what makes it so damn cool.

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The best goodies from Toy Fair '03.

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Raising the perfect Grunty.

Squeal, Grunty!

RPGs FOR YOU AND ME

This month, it's .hack, Dark Cloud 2, and Xenosaga

.hack//INFECTION

There's more to life than raising Grunties. The following tips come from the Brady Games guide—on sale now. www.bradygames.com

SO YOU WANNA RAISE A GRUNTY ...

Grunties are highly revered in "The World." Although they resemble large pigs, they can speak and trade just as well as any player character. Once Kite reaches the U server and visits the Grunty Ranch, he'll have the opportunity to raise a Grunty from childhood through adolescence, and into adulthood. Raising a Grunty may seem simplistic at first—Kite needs only to feed it to help it grow—but a Grunty's stomach is very sensitive, and the wrong food at the wrong time could stunt its growth.

Hungry, hungry Grunties There are 16 varieties of Grunty food to collect from the fields and dungeons. Each food type has a certain impact on the following Grunty characteristics: size, body odor, rebel, brutality, intelligence, and purity. The Grunty's size is its most critical attribute, because it dictates when the Grunty matures. However, each category plays a role in determining the type of Grunty it'll grow up to be.

Kite's interaction with his Grunty is pretty limited at first, as the Grunty will merely ask for food. While the Grunty is a Little Grunty, its requests are very general, and Kite should simply feed it whatever food types he has the most of. The food's effect is displayed in the data chart: The numbers in green show a positive effect, whereas the orange numbers reflect a decrease in the Grunty's rating. Some food types will not affect every attribute. Continue feeding the Little Grunty until its size rating reaches 5. This is when it experiences its first growth spurt.

Give your Grunty what it wants Once the Little Grunty begins to show signs of growth, its food requests become more specific. Talk to the Grunty to see what it would like to eat. At this stage, the Grunty will merely hint at what it would like to eat. Each request is followed by a vague description of where the food is located, such as "by a big cocoon." Although Kite can continue to feed the Grunty random food during this stage, it's much harder to raise an Iron Grunty or Poison Grunty if these requests aren't met. Use the table below to decipher the Grunty's hints.

The right food for the right Grunty When the Grunty reaches a size rating of 10, it is an adolescent and becomes Grunty the Kid. At this point, the Grunty starts to make specific requests for food. Although Kite can successfully raise a Noble Grunty by feeding the beast any food type, it's best to pay strict attention to the Grunty's requests and feed it the food it wants, even if it means collecting more food and returning with it later. Grunty the Kid will undergo another growth spurt once it reaches a size rating of 20. Its final growth spurt occurs when it matures and becomes an Adult Grunty at size 30.

HELLO, KITE

You're not part of this guide

But you're still the star of *.hack*, so who better to be standing tall and proud on this page?

GET THE GRUNTY YOU'VE ALWAYS DREAMED ABOUT!

Once a Grunty reaches full size and matures into one of the three adult types (there are even more types of Grunties in future volumes of *.hack*), Kite can trade with it for rare and valuable items. Below are the requirements for each of the three Adult Grunties in *.hack//INFECTION*.

Noble Grunty gives Kite the Grunty Flute, which he can use to call the Grunty when he's in the field.

Attribute Required	Rating
Size	30
Body Odor	N/A
Rebel	N/A
Brutality	N/A
Intelligence	N/A
Purity	N/A

Iron Grunty will hook you up with the Master's Axe for Piros and the Flame Sword for BlackRose.

Attribute Required	Rating
Size	30
Body Odor	0 to 20
Rebel	-5 to 15
Brutality	10 to 30
Intelligence	5 to 25
Purity	-5 to 15

Poison Grunty has some great weapons. Get the Claymore for BlackRose and Charged Axe for Piros.

Attribute Required	Rating
Size	30
Body Odor	0 to 20
Rebel	-5 to 15
Brutality	10 to 30
Intelligence	5 to 25
Purity	-5 to 15

Already playing *.hack//MUTATION*? No worries! These Grunty tips work in all *.hack* chapters—although the types of Grunties are different on the other servers.

MMM...GRUNTY FOOD

Food Type	Grunty Clue	Size	Body Odor	Rebel	Brutality	Intelligence	Purity	Controlling Keyword
Cordyceps	Near a large statue of Buddha	+1	+2	+2	N/A	+2	+4	Part B: Someone's
Grunt Mints	Near a very hot square face	+1	N/A	+4	-4	-2	-1	Part C: Great Seal
La Pumpkin	Near a huge cocoon	+1	-3	-2	+3	+5	N/A	Part C: Paradise
Mandragora	Near pointed towers	+1	+5	N/A	+4	-4	-4	Part C: Aqua Field
Mushroom	In the shadow of mushroom boulders	+1	-4	-3	N/A	-3	-3	Part C: Hypha
Oh No Melon	Near barnacles	+1	+3	+1	-1	+1	N/A	Part B: Destroyer's
Piney Apple	Deep in the green forest	+1	N/A	-4	+5	+4	-2	Part B: Solitary
Root Vegetable	By a wall at end of the labyrinth	+1	-2	-1	+2	N/A	+3	Part C: Fort Walls
Snaky Cactus	Near ribs that were once an ocean	+1	+1	+5	-2	-1	+2	Part C: Fiery Sands
Twilight Onion	Near a very strange old weapon	+1	+4	+3	-3	N/A	+1	Part B: Gluttonous
White Cherry	Near a very cold pillar	+1	-1	N/A	+1	+3	+5	Part C: White Devil
Bear Cat Egg	Deep in a very fancy gallery	+2	-1	-3	+1	+2	+3	N/A
Bloody Egg	In stomach of a very scary monster	+2	+1	+3	N/A	-3	-1	N/A
Golden Egg	A few grow inside an important story	+2	N/A	N/A	N/A	N/A	N/A	N/A
Immature Egg	Deep in a very dark labyrinth	+2	-3	-1	+3	+2	+1	N/A
Invisible Egg	Inside a very deep cave	+2	+3	+1	N/A	-1	-3	N/A

IT PAYS TO SAVE
Both *Dark Cloud 2* and *.hack//INFECTION* let you carry over save files into the games' sequels.

DID YOU KNOW?
The original title for *Dark Cloud 2* was *Dark Chronicle*. Much cooler.

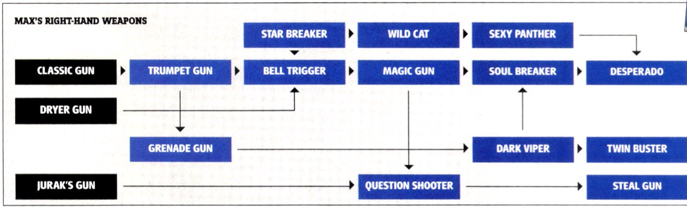
Dark Cloud 2

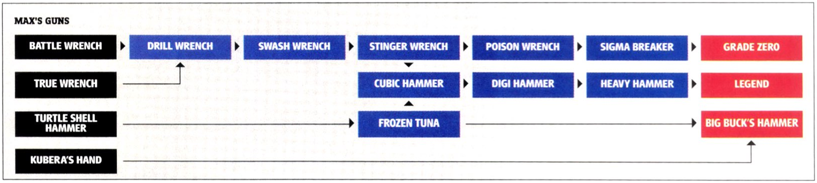
STARTING WEAPONS
INTERMEDIATE WEAPONS
ULTIMATE WEAPONS

One of the coolest aspects of Dark Cloud 2 is the option to build up your weapons, and eventually to morph them into new and different weapons. Naturally, the goal is to create an Ultimate Weapon—a powerful fighting tool that'll vanquish your foes with ease. Here's a flow chart illustrating the various pathways to reaching all the different weapon types. This month, we're covering Max's weaponry. Next month, we'll bring you Monica's swords and magic.

Need more help now? Check out the Prima Games guide, which provided us with these handy tips! www.primagames.com

PRIMA'S OFFICIAL STRATEGY GUIDE
DARK CLOUD 2


MAX'S RIGHT-HAND WEAPONS
STAR BREAKER
WILD CAT
SEXY PANTHER
CLASSIC GUN
TRUMPET GUN
BELL TRIGGER
MAGIC GUN
SOUL BREAKER
DESPERADO
LAST RESORT
DRYER GUN
GRENADE GUN
DARK VIPER
TWIN BUSTER
SIGMA BAZOOKA
JURAK'S GUN
QUESTION SHOOTER
STEAL GUN
SUPER NOVA


MAX'S GUNS
BATTLE WRENCH
DRILL WRENCH
SWASH WRENCH
STINGER WRENCH
POISON WRENCH
SIGMA BREAKER
GRADE ZERO
TRUE WRENCH
CUBIC HAMMER
DIGI HAMMER
HEAVY HAMMER
LEGEND
TURTLE SHELL HAMMER
FROZEN TUNA
BIG BUCK'S HAMMER
KUBERA'S HAND

Xenosaga

SEGMENT ADDRESSES

During the time spent on the Woglinde, Shion meets Sergeant Swaine, who presents her with a special item called a Segment File. Though almost empty at first, it quickly becomes a key item for exploring the hidden areas of the world and obtaining unique items. There are 18 separate Segment Addresses—each behind a special red door, often in an out-of-the-way location—and 18 Decoders that act as keys for these doors. Bring the Decoder to its matching Segment Address and you can unlock the door and obtain the special prize inside. Look carefully—the doors and keys are usually well hidden.

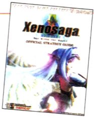
Segment File
Location
Foundation
Roof of the Inn
Rare Item
Seraphim Bird
Invincible airtol attack. Summon during battle.

Open up all the hidden doors.

#	Address Location	Decoder Location	Prize
1	Kukai Foundation—On the roof of the Inn, on the far right of the highest doorway leading onto the roof	Durandal—On the right (starboard) side of the park under a tree, after speaking to Pink Bug in the Foundation	Robot Head
2	Dock Colony—Basement of the store Talk To Me	Song of Nephilim—Won after defeating the Athra 26 Series, in a destroyable crate in the second tower	Robot Part Body
3	Kukai Foundation—Behind a destroyable shelf in the cleaners	Encephalon—In Bunnie's home in the forest	Robot Part Right Leg
4	Pleroma—Path to the shrine 2F	Pleroma—Won after defeating the Mercurio A.G.W.S. that was previously distracted by a crane	Thief Ring
5	Encephalon—Near exit of park sewers, through manhole	Durandal—In the armory	Double Buster
6	Proto Merkabah—In the control room, 44F, after defeating the Proto Dora	Proto Merkabah—Won after defeating the Proto Dora	Trauma Plate
7	Woglinde—Across from Sgt. Swaine	Woglinde—Given by Sgt. Swaine during the Gnosis attack	Robot Part Right Arm
8	Elsa—Corridor B2F, just north of lower-level save point	Foundation—Received from a girl in the Iron Man bar after finishing the Fish Detector quest	Robot Part Left Leg
9	Cathedral Ship—Research lab 3F	Cathedral Ship—In a chest after exiting the mall	Robot Part Left Arm
10	KOS-MOS Simulator—Inside building 1F, down the ladder	Elsa-Catapult deck—To the left (port side) area, unlocked by finding and using the disarm key	2 Booster Pack

#	Address Location	Decoder Location	Prize
11	U-TIC Battleship—Soldier Room	Pleroma—Found in a destroyable statue in the second guarded section	Coat · Ice
12	Song of Nephilim—Second Tower 3F	Encephalon—At the top of a ladder in the sewers	W Hammer Rod
13	Cathedral Ship—Mall 1F, Warehouse section	Kukai Foundation—In a chest on the roof, to the far left of the highest opening onto the roof	Samurai Heart
14	Elsa—Catapult Deck	Song of Nephilim—Found in a destroyable box, first tower 5F	Speed Shoes
15	Encephalon—Near subway ticket booth	Cathedral Ship—Won after defeating the Hydra in the mall's Costmary flower shop	Angel Ring
16	Woglinde—Corridor to Com Room, north and right (starboard) of the bridge elevator	U-TIC Battleship—Beyond the door locked by the U-TIC card	Stim DX
17	Proto Merkabah—Research Lab 43F	Song of Nephilim—Tower 3, in a chest on a ledge	BLOOD9
18	Woglinde—Corridor to Shion's Quarters	Woglinde—Beyond destroyable window in the command center	Coat · Lightning

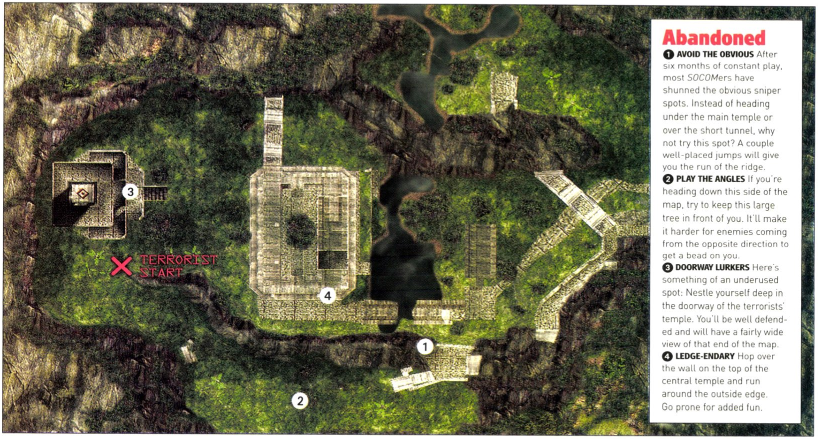
The following tips were excerpted from the Brady Games guide. The full guide is on sale now—visit www.bradygames.com. Go! Now! Stat!


Xenosaga
OFFICIAL STRATEGY GUIDE

www.sealchallenge.navy.mil
Want to know what it takes to become a real-life SEAL? Get your pansy ass over to this site, maggot!

ONLINE: SOCOM U.S. NAVY SEALS

Our feature got you in the mood? Here are two more maps to wet your whistle



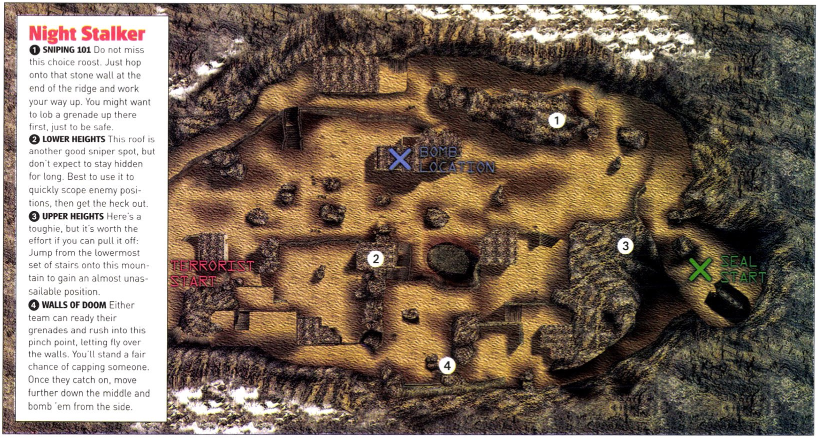
Abandoned

❶ **AVOID THE OBVIOUS** After six months of constant play, most *SOCOM*ers have shunned the obvious sniper spots. Instead of heading under the main temple or over the short tunnel, why not try this spot? A couple well-placed jumps will give you the run of the ridge.

❷ **PLAY THE ANGLES** If you're heading down this side of the map, try to keep this large tree in front of you. It'll make it harder for enemies coming from the opposite direction to get a bead on you.

❸ **DOORWAY LURKERS** Here's something of an underused spot: Nestle yourself deep in the doorway of the terrorists' temple. You'll be well defended and will have a fairly wide view of that end of the map.

❹ **LEDGE-ENDARY** Hop over the wall on the top of the central temple and run around the outside edge. Go prone for added fun.



Night Stalker

❶ **SNIPING 101** Do not miss this choice roost. Just hop onto that stone wall at the end of the ridge and work your way up. You might want to lob a grenade up there first, just to be safe.

❷ **LOWER HEIGHTS** This roof is another good sniper spot, but don't expect to stay hidden for long. Best to use it to quickly scope enemy positions, then get the heck out.

❸ **UPPER HEIGHTS** Here's a toughie, but it's worth the effort if you can pull it off: Jump from the lowermost set of stairs onto this mountain to gain an almost unassailable position.

❹ **WALLS OF DOOM** Either team can ready their grenades and rush into this pinch point, letting fly over the walls. You'll stand a fair chance of capping someone. Once they catch on, move further down the middle and bomb 'em from the side.

Play with *OPM* editors online! We're almost always in briefing room U.S. West 1, game Opium Den.

2D Get back to your roots by giving *Castlevania: Symphony of the Night* a whirl. It's 2D, baby!

Penny lover
Don't walk on by

GAME	PUBLISHER	SCORE	ISSUE
Azure Dreams	Konami	★★★	10
Backstreet Billiards	Ascii	★★★½	15
Ball Breakers	Take 2	★★★½	36
Ballistic	Infogrames	★★★★	27
Baseball 2000	Interplay	★★	21
Bass Landing	Agetec	★★★½	26
Bass Rise	Bandai	★★★	28
Batman & Robin	Acclaim	★	13
Batman Beyond: Return of the Joker	Ubi Soft	½	39
Batman: Gotham City Racer	Ubi Soft	★½	46
Battle Hunter	Agetec	★½	48
Battletanx: Global Assault	3DO	★½	31
Beast Wars	Hasbro	★½	5
Beyblade	Crave	★½	66
Big Air	Accolade	★½	20
Big Bass Fishing	Take 2	½	58
Big Ol' Bass 2	Konami	★★½	45
Big Strike Bowling	Gotham Games	★★★½	68
Billiards	Agetec	★★½	45
Bio F.R.E.A.K.S.	Midway	★★	10
Black Bass with Blue Marlin	Hot-B	★★	29
Blade	Activision	★★½	41
Blast Lacrosse	Acclaim	★★½	48
Blast Radius	Psygnosis	★★★½	19
Blaster Master: Blasting Again	Crave	★★★	38
Blasto	Sony CEA	★★★½	8
Bloody Roar	Sony CEA	★★★½	6
Bloody Roar 2	Sony CEA	★★★★	21
Blues Big Musical	THQ	★★★	46
Board Game: Top Shop	Agetec	★★★★	45
Bomberman Fantasy Race	Atlus	★★½	19
Bomberman Party Edition	Vatical	★★½	38
Bomberman World	Atlus	★★½	13
The Bombing Islands	Kemco	★★½	47
Boombots	SouthPeak	★★½	27
Bottom of the 9th '97	Konami	★★★½	1
Bowling	Agetec	★★	43
Boxing	Agetec	★★★	45
Brave Fencer Musashi	Square EA	★★★★	15
Bravo Air Race	THQ	★★★	1
Breakout	Hasbro	★★	39
Breath of Fire III	Capcom	★★★½	9
Breath of Fire IV	Capcom	★★★½	40
Brigandine	Atlus	★★★½	15
Broken Sword	THQ	★★★★	5
Broken Sword II	Crave	★★★½	27
Brunswick Circuit Pro Bowling	THQ	★★★½	13
Brunswick Circuit Pro Bowling 2	THQ	★★★★	31
Bug Riders	GT Interactive	★★	3
Bugs Bunny & Taz: Time Busters	Infogrames	★★★	41
Bugs Bunny: Lost In Time	Infogrames	★★★½	23
Builder's Block	Jaleco	★★★½	35
Burstrick Wake Boarding!!	Natsume	★½	45
Bushido Blade 2	Square EA	★★★½	14
Bust A Groove	989 Studios	★★★★	16
Bust A Groove 2	Enix	★★★	36
Bust-A-Move 4	Natsume	★★★★	17
Bust-A-Move 99	Acclaim	★★	19
Buzz Lightyear of Star Command	Activision	★★½	39
C: The Contra Adventure	Konami	★½	12
c-12: Final Resistance	Sony CEA	★★½	58
Caesar's Palace 2000	Interplay	½	41
Caesar's Palace II	Interplay	★★	15
Capcom vs. SNK Pro	Capcom	★★★½	60
Card Games	Agetec	★½	50
Cardinal SYN	Sony CEA	★★★	9
CART World Series	Sony CEA	★★★½	3
Casper: Friends Around the World	Sound Source	★½	41
Castlevania Chronicles	Konami	★★★½	50
Castlevania: Symphony of the Night	**Konami**	★★★★★	**2**
Castrol Honda Superbike	Electronic Arts	★★	21
Centipede	Hasbro	★	22
Championship Bass	EA Sports	★★★★	33
Championship Motocross 2001 Feat. Ricky Carmichael	THQ	★★★	41
Championship Motocross Feat. Ricky Carmichael	THQ	★★★½	25
Championship Surfer	Mattel	★★★	41
Chessmaster II	Mindscape	★★★½	23
Chicken Run	Eidos	★★★	41
Chocobo Racing	Square EA	★★★	23
Chocobo's Dungeon 2	Square EA	★★½	29
Chrono Cross	**Square EA**	★★★★★	**36**
Circuit Breakers	Mindscape	★★★	12
Civilization II	Activision	★★★★½	18
Clock Tower	Ascii	★★★	2
Clock Tower II: The Struggle Within	Agetec	★★½	28
Colin McRae 2.0	**Codemasters**	★★★★★	**40**
Colin McRae Rally	Sony CEA	★★★★	30
Colony Wars	**Psygnosis**	★★★★★	**4**
Colony Wars: Red Sun	Psygnosis	★★★★½	31
Colony Wars: Vengeance	Psygnosis	★★★½	14
Command & Conquer: Red Alert	Virgin	★★★½	4
Contender	Sony CEA	★★★★	17
Contender 2	Bam	★	41
Cool Boarders 2	**Sony CEA**	★★★★	**3**
Cool Boarders 3	**989 Studios**	★★★	**14**
Cool Boarders 4	**989 Studios**	★★★	**27**
Cool Boarders 2001	Sony CEA	★	39
Countdown Vampires	Bandai	★½	32
Covert Ops: Nuclear Dawn	Activision	★★½	34
Crash Bandicoot 2	**Sony CEA**	★★★★	**3**
Crash Bandicoot: WARPED	**Sony CEA**	★★★★★	**15**
Crash Bash	SCEA/Universal	★★½	39
Crime Killer	Interplay	★★★	12
Critical Depth	GT Interactive	★★★	3
Croc	**Fox Interactive**	★★★★	**1**
Croc 2	Fox Interactive	★★½	22
Crossroad Crisis	Magetec	★½	50
Crusaders of Might & Magic	3DO	★★★	30
CTR: Crash Team Racing	**Sony CEA**	★★★★★	**26**
CyberTiger	EA Sports	★★★★	27
Dance Dance Revolution	Konami	★★★★	42
Dance Dance Revolution: Disney Mix	Konami	★★★★	49
Dance Dance Revolution: Konamix	Konami	★★★★	57
Danger Girl	THQ	★★½	39
Dark Omen	Electronic Arts	★★	9
DarkStalkers 3	Capcom	★★★★	16
Darkstone	Take 2	★★★½	43
Dave Mirra Freestyle BMX	Acclaim	★★★½	38
Dave Mirra Freestyle BMX: Maximum Remix	Acclaim	★★½	47
David Beckham Soccer	Majesco	★★★	61
Dead in the Water	ASC	★★½	17
Dead or Alive	Tecmo	★★★★½	8
Deathtrap Dungeon	Eidos	★★½	9
Deception III: Dark Delusion	Tecmo	★★★★	31
Delta Force: Urban Warfare	Novalogic	★★★	61
Demolition Racer	Infogrames	★★★★	26
Destrega	Koei	★★★★	16
Destruction Derby Raw	Midway	★★★★	39
Devil Dice	THQ	★★★½	13
Dexter's Laboratory: Mandark's Lab?	Bam	★★★½	59
Diablo	Electronic Arts	★★★★	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	★★	31
Digimon Digital Card Battle	Bandai	★★★	48
Digimon Rumble Arena	Bandai	★★★½	55
Digimon World	Bandai	★½	36
Digimon World 2	Bandai	★★	46
Digimon World 3	Bandai	★★½	57
Dino Crisis	Capcom	★★★★	25
Dino Crisis 2	Capcom	★★★★½	38
Disney's Dinosaur	Ubi Soft	★½	36
Disney's Treasure Planet	Sony CEA	★★½	64
Donald Duck: Goin' Quackers	Ubi Soft	★★★	39
Downhill Mountain Bike Racing	Activision	★★½	27
Dracula: The Last Sanctuary	DreamCatcher	★★½	56
Dracula: The Resurrection	DreamCatcher	★★½	48
Dragon Ball GT	Bandai	★★	4
Dragon Tales: Dragon Seek	NewKidCo	★½	45
Dragon Valor	Namco	★★★	38
Dragon Warrior VII	Enix	★★★★½	51
Dragonseeds	Jaleco	★★	15
Driver	**GT Interactive**	★★★★	**24**
Driver 2	Infogrames	★★★★	40
Ducati World Championship Racing	Acclaim	★★½	41
Duke Nukem: Land of the Babes	Infogrames	★★½	40
Duke Nukem: Time to Kill	**GT Interactive**	★★★½	**14**
Duke Nukem: Total Meltdown	GT Interactive	★★★	5
Dukes of Hazzard	**SouthPeak**	★½	**29**
Dukes of Hazzard II: Daisy Dukes it Out	SouthPeak	★★	41
Dune 2000	Electronic Arts	★½	27
EA Sports Supercross	EA Sports	★★★½	41
Eagle One: Harrier Attack	Infogrames	★★★	32
Echo Night	Agetec	★★★	23
ECW Anarchy Rulz	Acclaim	★	38
ECW Hardcore Revolution	Acclaim	★½	30
Ehrgeiz	Square EA	★★★½	21
Einhänder	Sony CEA	★★★★	8
Elemental Gearbolt	Working Designs	★★★★	11
Eliminator	Psygnosis	★½	20
The Emperor's New Groove	SCEA	★★★½	40
ESPN MLS GameNight	Konami	★★★	40
E.T. the Extra-Terrestrial: Interplanetary Mission	NewKidCo	½	54
Eternal Eyes	Crave	★½	38
Evil Dead: Hail to the King	THQ	★★½	41
Evil Zone	Titus	★★★	25
Expendable	Infogrames	★½	34
F1 2000	EA Sports	★★★½	33
F1 Championship Season	EA Sports	★★★½	40
F1 Racing Championship	Ubi Soft	★★½	39
Family Feud	Hasbro	★★★	39
Family Game Pack	3DO	★★½	33
Fantastic Four	Acclaim	★★	3
Fatal Fury: Wild Ambition	SNK	★½	30
Fear Effect	Eidos	★★★★½	31
Fear Effect 2: Retro Helix	Eidos	★★★★½	43
Felony 11-79	Ascii	★★★	1
FIFA 98	EA Sports	★★★½	4
FIFA 99	EA Sports	★★★★½	17
FIFA 2000	EA Sports	★★★★½	27
FIFA 2001 Major League Soccer	EA Sports	★★★★½	39
FIFA Soccer 2003	EA Sports	★★★½	63
The Fifth Element	Activision	½	15
Fighter Maker	Agetec	★★★½	21
Fighting Force	**Eidos**	★★★	**3**
Fighting Force 2	Eidos	★★	29
Final Fantasy Anthology	Square EA	★★★★½	26
Final Fantasy Chronicles	Square EA	★★★★	47
Final Fantasy Origins	Square Enix	★★★½	67
Final Fantasy Tactics	**Sony CEA**	★★★★	**5**
Final Fantasy VII	**Sony CEA**	★★★★★	**1**
Final Fantasy VIII	**Square EA**	★★★★★	**25**
Final Fantasy IX	**Square EA**	★★★★★	**39**
Fisherman's Bait	Konami	★★★½	18
Fisherman's Bait 2: Big Ol' Bass	Konami	★★★	27
Flintstones Bedrock Bowling	SouthPeak	★	37
Ford Racing	Empire	★★½	44
Formula 1 '98	**Psygnosis**	★★★★	**15**
Formula 1 '99	Psygnosis	★★★½	28
Forsaken	Acclaim	★★★★	10
Fox Sports Golf '99	Fox Interactive	★★	11
Fox Sports Soccer '99	Fox Interactive	★★½	11
Freestyle Boardin' '99	Capcom	★★½	18
Freestyle Motocross: McGrath vs. Pastrana	Acclaim	★★½	40
Frogger	**Hasbro**	★★½	**4**
Frogger 2: Swampy's Revenge	Hasbro	★★★	38
Front Mission 3	Square EA	★★★★½	31
Future Cop L.A.P.D.	Electronic Arts	★★★	13
G-Police	Psygnosis	★★★★½	3
G-Police 2	Psygnosis	★★★★	25
G-Darius	THQ	★★★★	13
Galaga: Destination Earth	Hasbro	★★½	39
Galerians	Crave	★★★	33
Gallop Racer	Tecmo	★★½	28

REPLAY FORUM

GTA: VICE CITY LAST MISSION

For anyone who hasn't beaten the last mission, here's a tip: Bring grenades. They're your best friend in the end. Get some at the basketball court in Little Haiti.

Spencer Congdon
mmmmpower2002@yahoo.ca

TMB ONLINE: MOUTHIN' OFF

Here's a chat code, so try it! In the waiting room, hit L1, L2, R2, R1 and keep hitting it until you hear a sound. Then hit ○ to bring up the keyboard. Nice, huh?

Fay Grider
fgrider@msn.com

TONY HAWK 4: GOING SHOPPIN'

I was wondering if you could help me find where you go down the hill in a shopping cart. I can't find it anywhere.

Zach Sheets
tuffship@peoplepc.com

Yo, Zach-man, all you'll need to do is complete 90 challenges. Once that's done, it'll unlock the Pro challenges. Then, pick Bam Margera as your skater and head to Alcatraz. The photographer dude will have your cart-racing assignment.

TONY HAWK 4: GOING SWIMMIN'

How do I unlock the aquarium in the zoo level?

Puttyman

See that elephant? That's the key. You'll need to shoot off the roof near the elephant and land on his head. Easy enough?

You'd best get onboard with online.

HAPPY BIRTHDAY, MADDEN
The latest version of *Madden* (2004) will mark the 14th season of the franchise.

REVIEW RECAP

Reintroducing all of those online games

AMPLITUDE
"**The online implementation is the best we've seen in a PS2 game.** There are multiplayer modes, easily uploadable and downloadable remixes, and tools that make locating specific games and players a breeze."
Overall Score: ★★★★
Online Score: ★★★★½

ATV OFFROAD FURY 2
"**The online interface is clumsy.** Plus, you can't set up any race options until everyone has joined your game."
Overall Score: ★★★★
Online Score: ★

AUTO MODELLISTA
"**The game sucks,** so how good can the online really be? Not to mention, the connectivity is a bit slow."
Overall Score: ★★½
Online Score: ★★½

EVERQUEST ONLINE ADVENTURES
"In spite of all of *EQOA*'s faults—Lord knows there are plenty—**the element of human interaction can turn this game around.** (Yet, it doesn't.)"
Overall Score: ★★½
Online Score: ★★½

MADDEN NFL 2003
"**The online rules. Now you won't have to beat up on your little brother.** Plus, it's smooth and has lots of stats."
Overall Score: ★★★★★
Online Score: ★★★½

MIDNIGHT CLUB 2
"**Nothing beats the eight-player action offered online.** It's like *Twisted Metal: Black Online*, only at warp speed."
Overall Score: ★★★★★
Online Score: ★

MY STREET
"**Kicking back with four friends for minigames can be a nice way to relax** after a tense game of *SOCOM*."
Overall Score: ★★★
Online Score: ★★★

NBA 2K3
"Dial-up is a bit bogged down with lag, but **broadband is smoother than an Iverson crossover.**"
Overall Score: ★★★★★
Online Score: ★★★½

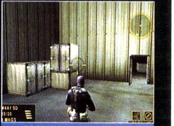
NBA LIVE 2003
"This delivers a run-and-gun type of hoops. ***Live* seems largely influenced by the end-to-end pace of the NHL.**"
Overall Score: ★★★★
Online Score: ★★½

NCAA BASKETBALL 2K3
"If you go to Mizzou, **you can try your damnedest to beat that Kansas Jayhawks fan online.**"
Overall Score: ★★★★
Online Score: ★★★

NFL 2K3
"Once the ball gets hiked in *NFL 2K3*, you'll love it. **For those tired of *Madden*, this is your salvation.** But who's tired of *Madden*?"
Overall Score: ★★★★½
Online Score: ★★★

NFL GAMEDAY 2003
"It's better. A lot better. Infinitely better, in fact. But **it's not a *Madden* beater. It's not even a runner-up.**"
Overall Score: ★★½
Online Score: ★★

SOCOM: U.S. NAVY SEALS
"The game's a blast and the online aspect of ***SOCOM* really is quite spectacularly excellent.**"
Overall Score: ★★★★★
Online Score: ★★★★★


SOCOM: U.S. Navy SEALs

TONY HAWK'S PRO SKATER 4
"Funny, smart, richly entertaining, and superbly crafted, plus, **the online portion is masterful.**"
Overall Score: ★★★★★
Online Score: ★★★★½

TRIBES: AERIAL ASSAULT
"If you happen into an online game against players with a lot more experience, **you're going to get your ass handed to you on a very uncomfortable plate.**"
Overall Score: ★★★½
Online Score: ★★★

TWISTED METAL: BLACK ONLINE
"Basically, this is the entire multiplayer mode of the original, but now playable against other people online. **But there isn't as much excitement as we'd hoped for.** It could really use some taunts or, at the very least, a way to communicate with the people you're playing against."
Overall Score: ★★★★★
Online Score: ★★★

GAME	PUBLISHER	SCORE	ISSUE
Gauntlet Legends	Midway	★★½	32
Gekido	Interplay	★★★	34
Gekioh: Shooting King	Natsume	★★★½	67
Gex: Deep Cover Gecko	Eidos	★★★½	20
Gex: Enter the Gecko	Midway	★★★½	7
Ghost in the Shell	THQ	★★★★	4
Glover	Hasbro	★★	28
Gold and Glory: The Road to El Dorado	Sony CEA	★★	42
Gran Turismo	**Sony CEA**	★★★★★	**9**
Gran Turismo 2	**Sony CEA**	★★★★★	**29**
Grand Theft Auto	**Take 2**	★★½	**10**
Grand Theft Auto 2	Rockstar	★★★	27
Grand Theft Auto: London 1969	Rockstar	★★½	22
Grand Tour Racing '98	Activision	★★★	1
Grandia	Sony CEA	★★★★½	26
Granstream Saga	THQ	★★★	10
The Grinch	Konami/Universal	★½	39
Grind Session	Sony CEA	★★★★	34
Grudge Warriors	Take 2	★★	34
Guardian's Crusade	Activision	★★★	19
Gubble	Mud Duck	½	68
Gundam Battle Assault 2	Bandai	★★★★	62
Gunfighter: The Legend of Jesse James	Ubi Soft	★★½	52
HardBall '99	Accolade	★½	15
Harry Potter and the Sorcerer's Stone	EA Games	★★★	53
Harry Potter and the Chamber of Secrets	EA Games	★★★	64
Harvest Moon: Back to Nature	Natsume	★★★½	40
HBO Boxing	Acclaim	★★	41
Heart of Darkness	Interplay	★★★★	13
Hello Kitty's Cube Frenzy	NewKidCo	★★½	20
Herc's Adventures	LucasArts	★★★	2
High Heat Baseball 2000	3DO	★	22
High Heat Major League Baseball 2002	3DO	★★★★	43
Hogs of War	Infogrames	★★★★	38
Hooters Road Trip	Ubi Soft	½	55
Hoshigami: Ruining Blue Earth	Atlus	★★½	53
Hot Shots Golf	Sony CEA	★★★★	7
Hot Shots Golf 2	Sony CEA	★★★½	30
Hot Wheels Turbo Racing	**Electronic Arts**	★★½	**25**
Hydro Thunder	Midway	★★	31
IHRA Drag Racing	Bethesda	½	53
In Cold Blood	DreamCatcher	★★	49
Incredible Crisis	Titus	★★★½	38
Inspector Gadget: Gadget's Crazy Maze	Ubi Soft	★★★½	50
Intelligent Qube	Sony CEA	★★★	2
Intellivision Classic Games	Activision	★½	28
Int'l. Superstar Soccer 98	Konami	★★★★½	11
Int'l. Track & Field 2000	Konami	★★★★	27
InuYasha	Bandai	★★★	68
Invasion From Beyond	GT Interactive	★★	19
Iron Soldier 3	Vatical	★★★★	35
Irritating Stick	Jaleco	★★★	18
ISS Pro Evolution	Konami	★★★★½	35
The Italian Job	**Rockstar**	★★★★★	**57**
Jackie Chan Stuntmaster	Midway	★★★½	30
Jade Cocoon	Crave	★★★½	23
Jarrett & LaBonte Stock Car Racing	Codemasters	★★★★	38
Jeopardy!	Hasbro	★★★★	17
Jeopardy! 2	Hasbro	★★★★	29
Jeremy McGrath Supercross 2000	**Acclaim**	★½	**38**
Jersey Devil	Sony CEA	★★	10
Jet Moto 2	**Sony CEA**	★★★½	**3**
Jet Moto 3	989 Studios	★★★½	26
Jimmy Johnson VR Football	Interplay	★★	2
Jojo's Bizarre Adventure	Capcom	★★★★½	31
Juggernaut	Jaleco	★★	26
K-1 Grand Prix	Jaleco	★★★½	28
K-1 Revenge	Jaleco	★★½	18
Kagero: Deception II	Tecmo	★★★★½	14
Kartia	Atlus	★★★★	12
Kensei Sacred Fist	Konami	★½	17
Kickboxing	Agetec	★	58
Killer Loop	Crave	★★★	27
King of Fighters 99	Agetec	★★★★	41

GAME	PUBLISHER	SCORE	ISSUE
KISS Pinball	Take 2	★½	46
Klonoa	**Namco**	★★★★★	**6**
Knockout Kings	EA Sports	★★★½	16
Knockout Kings 2000	EA Sports	★★★★	27
Knockout Kings 2001	EA Sports	★★★★	39
Konami Arcade Classics	Konami	★★½	23
Koudelka	Infogrames	★★★	35
Kurt Warner's Arena Football Unleashed	Midway	★★★	34
The Land Before Time: Great Valley Racing	TDK Mediactive	★★★	46
The Land Before Time: Return to Great Valley	Sound Source	★★½	39
Largo Winch .//Commando Sar	Ubi Soft	½	57
Legacy of Kain: Soul Reaver	**Eidos**	★★★★½	**25**
The Legend of Dragoon	Sony CEA	★★★★½	34
Legend of Legaia	Sony CEA	★★★★	19
Legend of Mana	Square EA	★★½	35
Lego Island 2: The Brickster's Revenge	Lego Media	★★½	46
Lego Rock Raiders	Lego Media	★	37
Lilo & Stitch	Sony CEA	★★★½	59
The Lion King: Simba's Mighty Adventure	Activision	★½	42
The Little Mermaid II	THQ	★★★★	39
Lode Runner	Natsume	★★½	4
Looney Tunes Racing	Infogrames	★★½	39
Looney Tunes: Sheep Raider	Infogrames	★★½	51
The Lost World: Jurassic Park	**Electronic Arts**	★	**2**
Lunar: Silver Star Story Complete	Working Designs	★★★★½	22
Lunar 2: Eternal Blue Complete	Working Designs	★★★★	40
Madden NFL 98	**EA Sports**	★★★★	**2**
Madden NFL 99	EA Sports	★★★★½	13
Madden NFL 2000	**EA Sports**	★★★★★	**25**
Madden NFL 2001	**EA Sports**	★★★★★	**37**
Madden NFL 2002	EA Sports	★★★★½	49
Madden NFL 2003	EA Sports	★★★★	62
Martian Gothic: Unification	Take 2	★★★½	52
Marvel Super Heroes	Capcom	★★	2
Marvel Super Heroes vs. Street Fighter	Capcom	★★★½	18
Marvel vs. Capcom EX	Capcom	★★½	30
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	★★★½	40
Mary-Kate and Ashley: Winner's Circle	Acclaim	★★½	45
Mass Destruction	ASC	★★½	3
Mat Hoffman's Pro BMX	Activision	★★★★	45
Maximum Force	Midway	★½	2
MDK	Playmates	★★½	3
Medal Of Honor	**Electronic Arts**	★★★★	**27**
Medal Of Honor Underground	Electronic Arts	★★★★	39
MediEvil	Sony CEA	★★★★	14
MediEvil II	Sony CEA	★★★½	32
Mega Man Legends	Capcom	★★★★	12
Mega Man Legends 2	Capcom	★★★½	39
Mega Man X4	Capcom	★★★	4
Mega Man X5	Capcom	★★★½	41
Mega Man X6	Capcom	★★★	53
Men In Black–The Series: Crashdown	Infogrames	★★★	54
Metal Gear Solid	**Konami**	★★★★★	**14**
Metal Gear Solid: VR Missions	Konami	★★★★	25
Metal Slug X	Agetec	★★★★	43
Micro Machines	**Midway**	★★★★★	**5**
Micro Maniacs	Codemasters	★★★★	32
Mike Tyson Boxing	Codemasters	★★	39
The Misadventures of Tron Bonne	Capcom	★★★★	31
Miss Spider's Tea Party	Simon & Schuster	★★★	41
Missile Command	Hasbro	★★★	28
Mission: Impossible	Infogrames	★★	28
MK Mythologies	Midway	★★½	3
MLB 98	Sony CEA	★★★	1
MLB 99	Sony CEA	★★★★	9
MLB 2000	989 Studios	★★★★	21
MLB 2001	989 Studios	★★★	33
MLB 2002	Sony CEA	★★	46
MLB 2003	Sony CEA	★★★★	60
MLBPA Bottom of the 9th 99	Konami	★★★½	12
Mobil 1: Rally Championship	Electronic Arts	★★★	32
Monaco Grand Prix	Ubi Soft	★★★½	21
Monkey Hero	Take 2	★★	18
Monkey Magic	Sunsoft	★	29

100% Percentage of PS2 owners that should try *PaRappa The Rapper*, even if it is on PS1.

THE OTHER PS2 PRIMAL
There's not much modeling in Sony's *Primal*, but there was plenty in Atlus' perverse *Primal Image*.

GAME	PUBLISHER	SCORE	ISSUE
Monopoly	**Hasbro**	**★★★**	**5**
Monster Rancher 2	Tecmo	★★★★	26
Monster Rancher Battle Card: Episode II	Tecmo	★★★½	36
Monster Rancher Hop-A-Bout	Tecmo	★★★½	41
Monster Seed	Sunsoft	★★½	20
Monsters, Inc.	Sony CEA	★★★½	51
Mort the Chicken	Crave	★½	41
Mortal Kombat: Special Forces	Midway	★½	36
Mortal Kombat 4	**Midway**	**★★★½**	**11**
❸ **Mortal Kombat Trilogy**	**Midway**	**n/a**	**n/a**

PLAY AS CHAMELEON At the Character Selection screen, choose any male ninja (except for the unmasked Sub-Zero) and hold Back + High Punch + High Kick + Run + Block. Your ninja will explode into the secret character Chameleon.

GAME	PUBLISHER	SCORE	ISSUE
Moto Racer	**Electronic Arts**	**★★★★★**	**3**
Moto Racer 2	Electronic Arts	★★★★½	14
Moto Racer World Tour	Infogrames	★★★★	40
Motocross Mania	Take 2	★	48
Motorhead	Fox Interactive	★★★½	14
Mr. Domino	Acclaim	★★★½	15
Mr. Driller	Namco	★★★★	33
Ms. Pac-Man Maze Madness	Namco	★★★★	38
MTV Music Generator	Codemasters	★★★★	28
MTV Sports: Pure Ride	THQ	★★★½	39
MTV Sports: Skateboarding Feat. Andy MacDonald	THQ	★	39
MTV Sports: Snowboarding	THQ	★★★½	27
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	★★	45
The Mummy	Konami	★★★	41
Muppet Monster Adventure	Midway	★★★★	39
Muppet Race Mania	Midway	★★★½	39
My Disney Kitchen	Bam	n/a	n/a
N.GEN Racing	Infogrames	★★½	35
N20	Fox Interactive	★★	11
Nagano Winter Olympics 98	Konami	★★	6
❺ **Namco Museum Vol. 3**	**Namco**	**n/a**	**n/a**

GALAGA: SECRET BONUS During challenge stages on Galaga Arrangement, don't shoot any enemies to receive "Lucky! Secret Bonus 7650." Whatever that means.

UNLOCK PAC-ATTACK Score more than 25,000 points in Pac-Man.

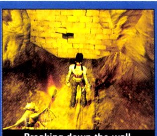
UNLOCK PAC-MANIA Score more than 20,000 points in Ms. Pac-Man.

GAME	PUBLISHER	SCORE	ISSUE
NASCAR 98	**EA Sports**	**★★★★**	**3**
NASCAR 99	**EA Sports**	**★★★★**	**14**
NASCAR 2000	EA Sports	★★★★	26
NASCAR 2001	EA Sports	★★½	38
NASCAR Heat	Hasbro	★★★½	40
NASCAR Rumble	Electronic Arts	★★★½	31
NASCAR Thunder 2002	EA Sports	★★	52
NBA Fastbreak 98	Midway	★★½	4
NBA Hoopz	Midway	★★★	43
NBA In the Zone 98	Konami	★★½	7
NBA In the Zone 99	Konami	★★★½	19
NBA In the Zone 2000	Konami	★★½	28
NBA Live 98	EA Sports	★★★★½	3
NBA Live 99	EA Sports	★★★★	16
NBA Live 2000	EA Sports	★★★★½	28
NBA Live 2001	EA Sports	★★★★	39
NBA Live 2002	EA Sports	★★★½	53
NBA ShootOut 98	Sony CEA	★★★½	8
NBA ShootOut 2000	989 Studios	★★★	30
NBA ShootOut 2001	989 Studios	★★½	39
NBA ShootOut 2002	Sony CEA	★★★½	50
NBA ShootOut 2003	Sony CEA	★★★½	63
NBA Showtime: NBA on NBC	Midway	★★★	28
NBA Tonight	ESPN Digital	★★★	14
NCAA Final Four 99	989 Studios	★★★½	18
NCAA Final Four 2000	989 Studios	★★★½	28
NCAA Final Four 2001	Sony CEA	★★	40
NCAA Football 98	EA Sports	★★	2
NCAA Football 99	EA Sports	★★★★½	12
NCAA Football 2000	EA Sports	★★★★	25
NCAA Football 2001	EA Sports	★★★½	36
NCAA GameBreaker 98	Sony CEA	★★★★	4
NCAA GameBreaker 99	989 Studios	★★★★	15
NCAA GameBreaker 2000	989 Studios	★★★	25
NCAA GameBreaker 2001	Sony CEA	★★½	37
NCAA March Madness 98	EA Sports	★★★★	7
NCAA March Madness 99	EA Sports	★★★	18
NCAA March Madness 2000	EA Sports	★★★★	29
NCAA March Madness 2001	EA Sports	★★	41
Nectaris: Military Madness	Jaleco	★★★★	17
Need for Speed III	**Electronic Arts**	**★★★★**	**8**
Need for Speed: High Stakes	**Electronic Arts**	**★★★★½**	**20**
Need for Speed: Porsche Unleashed	Electronic Arts	★★★½	33
Need for Speed: V-Rally	Electronic Arts	★½	3
Need for Speed: V-Rally 2	Electronic Arts	★★★½	28
Newman/Haas Racing	Psygnosis	★★	7
The Next Tetris	Hasbro	★★★	24
NFL Blitz	**Midway**	**★★★★★**	**13**
NFL Blitz 2000	**Midway**	**★★★★★**	**24**
NFL Blitz 2001	Midway	★★★½	38
NFL GameDay 98	**Sony CEA**	**★★★★★**	**1**
NFL GameDay 99	989 Studios	★★★★	13
NFL GameDay 2000	989 Studios	★★★★	25
NFL GameDay 2001	989 Studios	★★½	37
NFL GameDay 2002	Sony CEA	★★	49
NFL GameDay 2003	Sony CEA	★★★★	62
NFL Xtreme	989 Studios	★★	11
NFL Xtreme 2	989 Studios	★½	24
NHL 98	EA Sports	★★★★	2
NHL 99	EA Sports	★★★★½	15
NHL 2000	EA Sports	★★★★	26
NHL 2001	EA Sports	★★★★	38
NHL Blades of Steel 2000	Konami	★★	28
NHL Breakaway 98	Acclaim	★★★	2
NHL Championship 2000	Fox Interactive	★★★	27
NHL FaceOff 98	**Sony CEA**	**★★★★★**	**2**
NHL FaceOff 99	989 Studios	★★★★	14
NHL FaceOff 2000	989 Studios	★★★★	26
NHL FaceOff 2001	Sony CEA	★★★★½	38
NHL Rock the Rink	Electronic Arts	★★★★	32
Nick Toons Racing	Infogrames	★★★	48
Nightmare Creatures	Activision	★★★½	3
Nightmare Creatures II	Konami	★★	33
Ninja: Shadow of Darkness	Eidos	★½	15
Nuclear Strike	Electronic Arts	★★★★½	3
O.D.T.	Psygnosis	★½	15
Oddworld: Abe's Exoddus	GT Interactive	★★★★½	15
Oddworld: Abe's Oddysee	**GT Interactive**	**★★★★**	**1**
Omega Boost	Sony CEA	★★★★	25
One	ASC	★★★★	4
One Piece Mansion	Capcom	★½	50
Pac-Man World	**Namco**	**★★★★½**	**25**
Pandemonium! 2	Midway	★★★½	3
Panzer Front	Agetec	★★★½	51
PaRappa the Rapper	**Sony CEA**	**★★★★★**	**2**
Parasite Eve	**Square EA**	**★★★★**	**12**
Parasite Eve II	Square EA	★★★★½	37
Persona 2: Eternal Punishment	Atlus	★★★★	41
Peter Jacobsen's Golden Tee Golf	Infogrames	★★★½	41
PGA Tour 98	EA Sports	★★★	3
Pinobee	Konami	★★	68
Pipe Dreams 3D	Empire Int.	★★	52
Pitfall 3D	Activision	★★	9
Planet of the Apes	Ubi Soft	★★★	63
Play With The Teletubbies	Knowledge Adv.	★★	36
Pocket Fighter	Capcom	★★★★	11
Point Blank	Namco	★★★½	6
Point Blank 2	Namco	★★★½	20
Point Blank 3	Namco	★★★½	44
Polaris SnoCross	Vatical	★★½	38
Pong	Hasbro	★★★½	27
Pool Hustler	Activision	★★★★	15
Populous: The Beginning	Electronic Arts	★½	21
Porsche Challenge	Sony CEA	★★★½	1
Power Play Sports Trivia	Ubi Soft	★★	58
Power Rangers Lightspeed Rescue	THQ	★½	40
Power Shovel	Acclaim	★★★	49
Power Soccer 2	Psygnosis	★★★	5

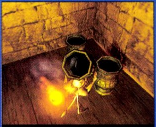
PRIMAL

Serving Solum

Stuck in Primal's first world? Here are some tips for the trickiest parts.



Breaking down the wall.



Get the rope for Jen.

CROSSING THE RIVER

When you reach a place in the Villa where the only way out is a vertical shaft too deep for Jen to safely drop down, send Scree to climb down the wall. Once he crosses the river, send him eastward into the ruins, past the other side of the broken stone bridge. Pass through the mill. You'll see a tree on the other side. Push the tree over the river. Then, Jen can cross.

BREAKING DOWN THE WALL

Passing through this wall (right) is easy...and fun! Look for a circular stone nearby and have Scree grab it and carry it to the top of the small hill to where the groove in the ground begins. Release, and enjoy the coming destruction!

WATCH WHERE THEY GO!

During the cut-scene shown in the screen below, remember to pay attention to where the guys are headed. You'll need to know later....

SCREE'S HIDDEN PASSAGE

In the second room outside Jared's cell, there's a wall Scree can climb to find a secret passage. On the other side, he can open the door to the right so that Jen can enter. There's a locked door in the opposite direction. To unlock this door, find the key in the area indicated in the tip above (or Scree will tell you where to go, if you ask).

ESCAPE AFTER SCREE'S BATTLE

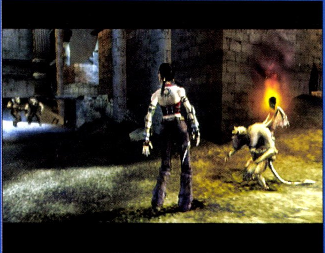
You may not know how to open the coliseum's heavy door after Scree takes the form of Abdizur and defeats Belahzur. It's simple: Get Scree to repossess the stone goliath's form and to use his strength to open the east gate.

GET THE ROPE FOR JEN

You'll find yourself, as Scree, in a tower and in need of a rope for Jen. You'll eventually encounter a room with three urns that you can pick up and move. Place all three on the area of weak floor that can't support the weight.

GENERAL TIPS

- When stuck, always look for a wall for Scree or a ledge for Jen.
- Watch Jen and Scree's faces closely. Sometimes, they'll indicate a puzzle answer.
- You can sometimes avoid combat by running away.



Watch where they go!

That *Vice City* game sounds kinda fun.

FOR YOU, BY YOU
Head over to gamefaqs.com for walkthroughs on most any game, by fellow gamers.

GTA: VICE CITY

More wacky reasons to go to Vice City

There are so many crazy things you can do in Vice City. Here are a few little things our readers found.

SUBMARINE!

- Get a Sea Sparrow.
- Fly to The Malibu.
- While still in your helicopter, go to the hotel south of The Malibu—the one with an armor pickup in front of its sign.
- Work your way to the valet parking area.
- Ascend through the roof that is *not* solid.
- Navigate your way under the city to where you can explore the ocean.
- Keep the following in mind:

a. If you exit the helicopter while underwater, you'll die and end up in front of the entrance to the stadium. You'll still have all your weapons, though.
b. Don't descend too low or you'll fall back into the city. Don't ascend too high or you'll pop back up to the surface like a cork.

Bill Berroth
spidey23531@yahoo.com

IT'S THE VINYL COUNTDOWN!

OK, I've found out that something really weird can happen at the Vinyl Countdown shop in the mall. Here's how to do it:

- Enter the shop, walk left, and pass three shelves.
- Jump on the shelf directly in front of the counter at the far left of the shop. You'll notice that your head pops up through the ceiling.
- Jump onto the ceiling (this may take a few tries).
- Once you've jumped up, you'll notice a ledge. Jump onto it, then run until you reach a bend.
- Jump off. You'll fall a great distance, but you won't lose much health. If you jumped off at the correct spot, you'll notice you're outside the mall, but the buildings, streets, water, trees, etc. are invisible. You will, however, be able to see the people, vehicles, items, weapons, and hidden packages.

As a result of there being no buildings or other objects in the way, I found it extremely easy to locate hidden packages. When you want the game to go back to normal, just kill yourself or enter a building so the game can reload.

Andrew Wissman
wisskids@starpower.net

RIDIN' THE WHEELIE FOREVER

- Pick the right wheels. The PCJ is great for speed and stoppies, but sucks at long wheelies. The Sanchez works best.
- Choose a road. Pick a long, straight road with few obstacles.
- Now, do the wheelie. Start off on the Sanchez and gain speed.
- Pop a decent wheelie. *Let go of the gas* while *still* holding Down.
- Keep the wheelie going. Every so often, *lightly* tap the gas. This will keep the bike up.

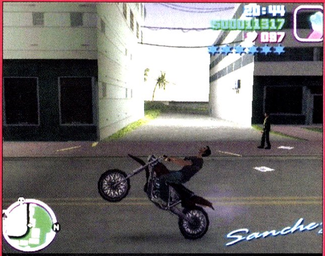
You can steer, but don't maneuver too much or the bike will lose it and you'll be back on both wheels.

Mike Hannon
flyinghigh21@hotmail.com

GRENADES AWAY!

- You can throw grenades wherever you want. Hit ◎, then move the right analog stick quickly in a different direction. Voila!

Rosa Burke
rosaburke1@attbi.com



Get a dirty Sanchez then pop a wheelie!

GAME	PUBLISHER	SCORE	ISSUE
Power Spike Pro Beach Volleyball	Infogrames	★★½	41
The Powerpuff Girls: Chemical X-Traction	Bam	★½	51
Poy Poy	Konami	★★★	3
Pro 18 World Tour Golf	Psygnosis	★★	19
Pro Pinball: Big Race USA	Empire	★★★½	37
Pro Pinball: Fantastic Journey	Empire	★★★½	37
Pro Pinball: Timeshock!	Take 2	★	10
Psybadek	Psygnosis	★★	15
Punky Skunk	Jaleco	★★★	6
Putter Golf	Agetec	½	53
Puzzle Star Sweep	Agetec	★★½	43
Qbert	Hasbro	★★½	28
Quake II	Activision	★★★★	27
R-Type Delta	Agetec	★★★★½	23
R-Types	Ascii	★★★½	17
R4: Ridge Racer Type 4	Namco	★★★★	20
Racing	Agetec	½	43
Rage Ball	Agetec	★½	68
Railroad Tycoon II	Take 2	★★★	30
Rainbow Six	Red Storm	★	27
Rally Cross 2	989 Studios	★★★½	15
Rampage	Midway	★★½	4
Rampage 2: Universal Tour	Midway	★	21
Rampage Through Time	Midway	★½	36
Ray Tracers	THQ	★★★	5
RayCrisis	Working Designs	★★★	38
Rayman 2: The Great Escape	Ubi Soft	★★★★	35
Rayman Brain Games	Ubi Soft	★★★	50
Rayman Rush	Ubi Soft	★★★	57
Razor Freestyle Scooter	Crave	★★★	41
RC de GO!	Acclaim	★★★★	40
RC Helicopter	Agetec	★½	68
RC Revenge	Acclaim	★★★½	37
RC Stunt Copter	Titus	★★★★	25
Re-Volt	Acclaim	★★	26
Ready 2 Rumble	**Midway**	★★★½	**27**
Ready 2 Rumble: Round 2	Midway	★★★	40
Red Asphalt	Interplay	★½	3
Reel Fishing	**Natsume**	★★★	**3**
Reel Fishing II	Natsume	★★	34
Resident Evil: Director's Cut	**Capcom**	★★★	**2**
Resident Evil 2	**Capcom**	★★★★★	**6**
Resident Evil 2: Dual Shock	**Capcom**	★★★★★	**13**
Resident Evil 3: Nemesis	Capcom	★★★★½	27
Resident Evil: Survivor	Capcom	★½	38
Rhapsody: A Musical Adventure	Atlus	★★★	35
Rising Zan	Agetec	★★★★	24
Risk	Hasbro	★★★★	11
Rival Schools	Capcom	★★★★	14
Riven: The Sequel to Myst	**Acclaim**	★★★★★	**6**
Road Rash 3D	**Electronic Arts**	★★★	**11**
Road Rash: Jail Break	Electronic Arts	★★	30
Rock 'Em Sock 'Em Robots	Mattel	★★★	41
Rocket Power: Team Rocket Rescue	THQ	★½	51
Rogue Trip	GT Interactive	★★★½	14
Roll Away	Psygnosis	★★★★½	13
Rollcage	Psygnosis	★★★½	19
Rollcage Stage II	Psygnosis	★★★½	31
Romance of the Three Kingdoms VI	Koei	★★	30
Roswell Conspiracies: Aliens, Myths, & Legends	Red Storm	★	48
RPG Maker	Agetec	★★★★½	35
Rugrats: Totally Angelica	THQ	★★★½	48
Rugrats in Paris: The Movie	THQ	★★★	41
Runabout 2	Hot-B	★	36
Running Wild	989 Studios	★★	14
Rushdown	Electronic Arts	★★	19
Sabrina, Teenage Witch: A Twitch in Time!	Knowledge Adv.	½	45
SaGa Frontier	Sony CEA	★★★½	8
SaGa Frontier 2	Square EA	★★★½	29
Saiyuki: Journey West	Koei	★★★½	47
Saltwater Sportfishing	Agetec	★★½	52
Sammy Sosa High Heat Baseball 2001	3DO	★★	32
Sammy Sosa Softball Slam	3DO	★★	33
Samurai Shodown: Warrior's Rage	SNK	★½	36

GAME	PUBLISHER	SCORE	ISSUE
Scooby-Doo and the Cyber Chase	THQ	★★	52
Scrabble	Hasbro	★★½	28
Sentinel Returns	Psygnosis	★★	11
Sesame Street Sports	NewKidCo	★★★½	54
Shadow Madness	Crave	★★½	19
Shadow Man	Acclaim	★½	27
Shadow Master	Psygnosis	★★★★	5
Shadow Tower	Agetec	½	28
Shanghai: True Valor	Sunsoft	★★★	20
Sheep	Empire	★★★	41
❷ **Shrek: Treasure Hunt**	**TDK Mediactive**	**n/a**	**n/a**
We're lost without you, dear Shrekereans. Send codes. Help us find our way: opm@ziffdavis.com.			
Shipwreckers	Psygnosis	★★★	3
Shooter: Space Shot	Agetec	★★★½	48
Shooter: Starfighter Sanvein	Agetec	★★	43
Silent Bomber	Bandai	★★★★	30
Silent Hill	**Konami**	★★★★	**18**
Silhouette Mirage	Working Designs	★★★½	29
Sim Theme Park	Electronic Arts	★★½	33
The Simpsons Wrestling	Taito	★★	45
Skullmonkeys	**Electronic Arts**	★★★★★	**6**
Skydiving Extreme	Banpresto	★½	49
Sled Storm	**Electronic Arts**	★★★★	**24**
Small Soldiers	Electronic Arts	★½	15
Smurfs	Infogrames	★★★★	29
Smurf Racer	Infogrames	★★	45
Sno-Cross Championship Racing	Crave	★½	37
Snowboarding	Agetec	★★	43
Sol Divide	XS Games	★★★	68
Sorcerer's Maze	XS Games	★★★½	68
Soul of the Samurai	Konami	★½	24
South Park	Acclaim	★½	27
South Park: Chef's Luv Shack	Acclaim	★	28
South Park Rally	Acclaim	★½	29
Space Invaders	Activision	★★★	27
Spawn: The Eternal	Sony CEA	★★	4
Spec Ops: Covert Assault	Take 2	★	52
Spec Ops: Ranger Elite	Take 2	★	46
Spec Ops: Stealth Patrol	Take 2	★	34
Speed Punks	Sony CEA	★★★★½	32
Speed Racer	Jaleco	★★	8
Speedball 2100	Empire	★★½	40
Spider-Man	**Activision**	★★★★★	**37**
Spider-Man 2: Enter Electro	Activision	★★★½	50
Spin Jam	Take 2	★½	38
❹ **SpongeBob SquarePants**	**THQ**	★★	**51**
We've been posting the same SpongeBob tricks forever. Send us new tips: opm@ziffdavis.com. Please?			
Sports Car GT	Electronic Arts	★★½	21
Spyro the Dragon	**Sony CEA**	★★★★	**13**
Spyro 2: Ripto's Rage!	**Sony CEA**	★★★★½	**27**
Spyro 3: Year of the Dragon	**Sony CEA**	★★★★★	**39**
Star Ocean: The 2nd Story	Sony CEA	★★★★½	22
Star Trek: Invasion	Activision	★★★★½	37
Star Wars Episode I: Jedi Power Battles	LucasArts	★★½	33
Star Wars Episode I: The Phantom Menace	**LucasArts**	★★★	**25**
Star Wars Masters of Teräs Käsi	LucasArts	★★★	4
Star Wars Demolition	LucasArts	★★★½	41
Steel Reign	Sony CEA	★★★	2
Streak	GT Interactive	★★½	15
Street Fighter Alpha 3	**Capcom**	★★★★★	**21**
Street Fighter Collection	Capcom	★★★	4
Street Fighter Collection 2	Capcom	★★★	16
Street Fighter EX Plus Alpha	Capcom	★★★★	2
Street Fighter EX2 Plus	Capcom	★★★	33
Street Racquetball	Agetec	½	68
Street Sk8er	Electronic Arts	★★½	19
Street Sk8er 2	Electronic Arts	★★★	32
Strider 2	Capcom	★★★½	34
Striker Pro 2000	Infogrames	★★★★	33
Strikers 1945	Agetec	★★½	44
Stuart Little 2	Sony CEA	★★½	60
Suikoden II	Konami	★★★★	26

THE SOUL STILL BURNS

If you can, do whatever it takes to find *Soul Blade* for PS1. You'll need it to prep for *Soul Calibur II*, which has taken *OPM* by storm.

VEGAS GA

Always double-down on 11. A

GAME	PUBLISHER	SCORE	ISSUE
Super Bubble Pop	Jaleco	●	68
Super Shot Soccer	Tecmo	●●●◐	61
Superbike 2000	EA Sports	●◐	32
SuperCross 2000	EA Sports	●◐	29
SuperCross Circuit	989 Studios	●●●◐	28
Superstar Dance Club #1 Hits!!!	XS Games	●●◐	67
Surf Riders	Ubi Soft	●◐	35
Sydney 2000	Eidos	●●	38
Syphon Filter	**989 Studios**	●●●●	**18**
Syphon Filter 2	989 Studios	●●●◐	31
Syphon Filter 3	Sony CEA	●●●◐	52
T'ai Fu	Activision	●◐	19
T.R.A.G.	Sunsoft	●●●	20
Tactics Ogre	Atlus	●●●◐	12
Tail Concerto	Atlus	●●●◐	26
Tales of Destiny	Namco	●●●●	13
Tales of Destiny II	Namco	●●●◐	49
Tarzan	**Sony CEA**	●●●◐	**24**
Team Buddies	Midway	●●●◐	38
Team LOSI RC Racing	Fox Interactive	●●◐	13
Tekken 3	**Namco**	★★★★★	**9**
Tenchu	**Activision**	●●●●	**14**
Tenchu 2: Birth of the Stealth Assassins	Activision	●●●	37
Tennis	Agetec	●●	53
Tennis Arena	Ubi Soft	●●◐	4
Test Drive 4	**Accolade**	●●●◐	**3**
Test Drive 5	**Accolade**	●●●◐	**15**
Test Drive 6	Infogrames	●●●◐	27
Test Drive: Le Mans	Infogrames	●●◐	34
Test Drive: Off-Road 3	Infogrames	●●	26
Thousand Arms	Atlus	●●●●	26
Thrasher: Skate & Destroy	Rockstar	●●●◐	29
Threads of Fate	Square EA	●●●◐	35
Thunder Force V	Working Designs	●●●	13
Tiger Woods 99 PGA Tour Golf	EA Sports	●●●●	16
Tiger Woods PGA Tour 2001	EA Sports	●●●◐	41
Tigger's Honey Hunt	NewKidCo	●●●●	41
Time Crisis: Project Titan	Namco	●●●	45
Tiny Tank	Sony CEA	●●	25
Tiny Toon Adventures: Plucky's Big Adventure	Conspiracy	●◐	50
Tiny Toons: The Great Beanstalk	NewKidCo	●●●●	18
TOCA 2	Activision	●●●●◐	27
Tom & Jerry in House Trap	Eidos	●●●	41
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	●●◐	45
Tomb Raider II	**Eidos**	●●●●◐	**4**
Tomb Raider III	**Eidos**	●●●◐	**16**
Tomb Raider: Chronicles	Eidos	●●◐	41
Tomb Raider: The Last Revelation	Eidos	●●●●	29
Tomba!	Sony CEA	●●●●	11
Tomba! 2: The Evil Swine Return	Sony CEA	●●●●	29
Tomorrow Never Dies	**Electronic Arts**	●●●◐	**28**
Tonka Space Station	Hasbro	●●◐	41
Tony Hawk's Pro Skater	**Activision**	●●●●◐	**26**
Tony Hawk's Pro Skater 2	**Activision**	★★★★★	**38**
Tony Hawk's Pro Skater 3	Activision	●●●●◐	51
Tony Hawk's Pro Skater 4	Activision	●●●●	64
Toonenstein: Dare to Scare	Vatical	●●◐	29
Torneko: The Last Hope	Enix	●●	40
Toy Story 2	Activision	●●●	28
Toy Story Racer	Activision	●●●	44
Transformers: Beast Wars Transmetals	Bam	●	36
Trap Gunner	Atlus	●●◐	13
Treasures of the Deep	Namco	●●●●	1
Trickin' Snowboarder	Capcom	●◐	25
Triple Play '99	EA Sports	●●◐	9
Triple Play 2000	EA Sports	●●●●◐	20
Triple Play 2001	**EA Sports**	★★★★★	**32**
Triple Play Baseball	EA Sports	●●◐	44
Turbo Prop Racing	Sony CEA	●●●	11
Twisted Metal III	**989 Studios**	●●◐	**16**
Twisted Metal 4	**989 Studios**	●●●●	**28**
Twisted Metal: Small Brawl	Sony CEA	●●◐	52
Tyco RC: Assault With a Battery	Mattel	●●	38
Ultimate 8-Ball	THQ	●●●●	22

GAME	PUBLISHER	SCORE	ISSUE
Ultimate Fighting Championship	Crave	●●◐	40
Um Jammer Lammy	Sony CEA	●●●◐	24
The Unholy War	Eidos	●●●	14
Uprising X	3DO	●●●	17
Urban Chaos	Eidos	●●	33
Vagrant Story	Square EA	●●●◐	33
Valkyrie Profile	Enix	●●●●	36
Vampire Hunter D	Jaleco	●●	37
Vanark	Jaleco	●●●	32
Vandal Hearts II	Konami	●●●◐	27
Vanguard Bandits	Working Designs	●●◐	33
Vanishing Point	Acclaim	●●●◐	44
Vegas Games 2000	3DO	●●●◐	27
V.I.P.	Ubi Soft	●●	51
Vigilante 8	**Activision**	●●●●	**10**
Vigilante 8: Second Offense	Activision	●●●	29
Virtual Kasparov	Titus	●●	49
VR Baseball '99	Interplay	●●●◐	11
VR Sports Powerboat Racing	Interplay	●	10
Vs.	THQ	●	3
Walt Disney World Quest Magical Racing Tour	Eidos	●●◐	33
Walt Disney's Jungle Book Rhythm n' Groove	Ubi Soft	●●●	41
War Jetz	3DO	●●	48
WarGames: DefCon 1	MGM Interactive	●●●●	12
Warpath: Jurassic Park	Electronic Arts	●●	27
Warriors of Might and Magic	3DO	●●●	41
Warzone 2100	Eidos	●●●●	22
WCW Backstage Assault	EA Games	●●	40
WCW Mayhem	Electronic Arts	●●●◐	26
WCW Nitro	**THQ**	●●◐	**5**
WCW/nWo Thunder	THQ	●	17
The Weakest Link	Activision	●●●◐	51
Wheel of Fortune	**Hasbro**	●●●●	**17**
Wheel of Fortune 2	Hasbro	●●●●	39
Winnie the Pooh: Kindergarten	Bam	n/a	n/a
Winnie the Pooh: Preschool	Bam	n/a	n/a
Who Wants to Be a Millionaire: 2nd Edition	Sony CEA	●●◐	35
Who Wants to Be a Millionaire: 3rd Edition	Sony CEA	●◐	47
Wild 9	Interplay	●●●◐	15
Wild Arms 2	Sony CEA	●●●◐	33
The Wild Thornberrys: Animal Adventure	Mattel	●◐	41
WipeOut 3	Psygnosis	●●●●	26
Woody Woodpecker Racing	Konami	●●	40
World Cup 98	EA Sports	●●●	10
World Destruction League: Thunder Tanks	3DO	◐	39
World Is Not Enough	Electronic Arts	●●●	40
World's Scariest Police Chases	Activision	●●	47
Worms Armageddon	Hasbro	●●●◐	27
Worms World Party	Ubi Soft	●●●●	55
Wu-Tang Shaolin Style	Activision	●●●	28
WWF Attitude	Acclaim	●●●●	24
WWF SmackDown!	**THQ**	●●●●◐	**31**
WWF SmackDown! 2	**THQ**	★★★★★	**40**
WWF War Zone	**Acclaim**	●●●●	**12**
X-Bladez: Inline Skater	Crave	◐	55
X-Files	Fox Interactive	●●●	28
X Games Pro Boarder	ESPN Digital	●●●●	14
X-Men: Children of the Atom	Acclaim	●●	6
X-Men: Mutant Academy	Activision	●●●	36
X-Men: Mutant Academy 2	Activision	●●●	50
Xena: Warrior Princess	Electronic Arts	●●●◐	26
Xenogears	Square EA	●●●●	14
You Don't Know Jack!	Berkeley Systems	●●●●◐	25
You Don't Know Jack! Mock 2	Sierra	●●	40
❶ **Yu-Gi-Oh!: Forbidden Memories**	**Konami**	●◐	**57**

You guys really do like this, don't you? Very strange, the whole thing.

Eatgaboon	42578427	**Eldeen**	06367785
Electric Lizard	55875323	**Electric Snake**	11324436
Electro-whip	37820550	**Elegant Egotist**	90219263
Elf's Light	39897277	**Embryonic Beast**	64154377
Emperor of the Lance	11250655	**Empress Judge**	15237615
Enchanting Mermaid	75376965	**Eradicating Aerosol**	94716515
Eternal Draught	56606928	**Eternal Rest**	95051344
Exile of the Wicked	26725158	**Exodia of Forbidden**	33396948

READER REVIEWS

Xenosaga, Winning Eleven 6, and m

You want to tell the rest of the game-playing public what you think o
game? Write a review and send it to us: opm@ziffdavis.com. We can
lish everyone, so keep it short, critical, witty, and remember that no
game deserves five stars (though some do) just because you like it!

SPLINTER CELL

What you said: "While I had a good time with *Metal Gear Solid 2*, I enjoyed *Splinter Cell* on a different level. The game opens your mind to different solutions to in-game obstacles, and no two players will take the same approach to a level. It's a lot of fun to play, I just wish it were a little longer."

Your Score ★★★★★

Vincent Cimino
vinman45@aol.com

What we said: "You'll see a lot of funky effects—effects we've been told PS2 'can't do.'"

Our Score ●●●●

"Anyone loving story-driven gam should get *Xenosaga* right now."

XENOSAGA: EPISODE I

What you said: "OK, now I'm really addicted. This is really amazing. The story is big, the battle system is fabulous, and the music is astonishing. *Xenosaga* truly is a masterpiece. Anyone loving story-driven games should get *Xenosaga* right now. The only problem is the story: It's so big that when you finish the game, you actually feel it's just beginning. Now, I'm desperately waiting for *Episode II*!"

Your Score ●●●●◐

Michael Dubé
makaca4q@hotmail.com

What else you said: "*Xenosaga* bears an uncanny resemblance to *Chrono Cross*, considered by many to be the greatest RPG ever.

"However, I can't figure why the characters' lips don't stop moving once the word is finished. Still, it's a tiny flaw."

Your Score ★★★★★

Brian McWalters
footballmanfs@yahoo.com

What we said: "There's a game beneath the story that's complex enough to complement the plot."

Our Score ●●●●

THE GETAWAY

What you said: "I was excited to play *The Getaway*, a game that solved the bad graphics plaguing *GTA*. But I was shocked! The graphics were good, but the lip-synching was silly. Walking felt like a drunk guy
trying to walk on a millimet
white line. Driving was stup
the game was just too dull
own good."

Your Score ●◐

alex
magsalot12@hotn

What we said: "There is brut
here that will shock you wi
dispassionate nature."

Our Score ●●●●

WINNING ELEVEN 6

What you said: "*Winning Elev*
it—there is no other. The fe
the game is so perfect, it st
amazes me. Terry (Donova
have been playing the serie
years on various platforms
just gets better. The latest
is yet another leap forward
terms of fluidity and closer
the real thing. Now, we live
United States and long for
(you might call it soccer); t
game actually makes me h
sick. We play a few games
day—the grudge matches
level of competitiveness ar
unprecedented. I dominate
N64, but I have to be hones
say right now, Donovan is
on PS2. Without a doubt, th
the best sports game ever."

Your Score ★★★★★

Sam
Rocksta

What we said: "If you love so
play it; if you love *foot*ball,

Our Score ★★★★★

SIMPSON'S SKATEBOARDING

What you said: "*I hate you Ba*
Simpson! I've been scream
for the last hour as Bart m
grind after grind. The miss
suck and the character mo
could use some work, too.
best part is the levels. So,
rent it to mess around in th

Your Score ●◐

Spencer
mmmmpower2002@

What we said: "The gamepla
short of unredeemable."

Our Score ●◐

DID YOU KNOW?
The original U.S. name for *Magic Pengel: The Quest for Color* was *Color Quest*.

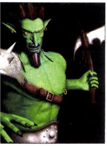
VERRATED

st of wrongly beloved stuff in the PS2 universe

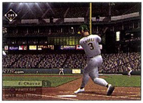
ome of the supposedly "coolest things in games" just never were, well, cool. Sometimes, we even thought they were cool, but our 20/20 hindsight cleared things up for us. So, here's our overrated list. We're sure you can add to it. ur thoughts to opm@ziffdavis.com in an e-mail titled *Overrated*.

Madden
udden, undying need
volleyball game on the

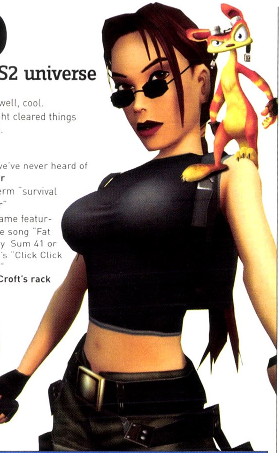
WWE intro videos
uest Online



at missions in *GTA:*
ity
pers refusing to admit
el-shaded games are,
es, cel-shaded
McFarlane
etaway (or any other
that should be
s)
Control Passing
S2 as a DVD player
003
games besides
M
lancy
all videogames



- Multicolored PS2s
- Any and all *Star Wars* games
- Tricks to unlock everything cool without having to earn it
- **Michael Jordan**
- "RPG-like" elements in games that aren't
- Music games that don't feature a flat pup
- Fighting games without weapons
- Action-sports athletes who we've never heard of
- **Daxter**
- The term "survival horror"
- Any game featuring the song "Fat Lip" by Sum 41 or Saliva's "Click Click Boom"
- **Lara Croft's rack**

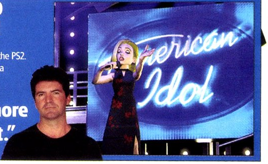


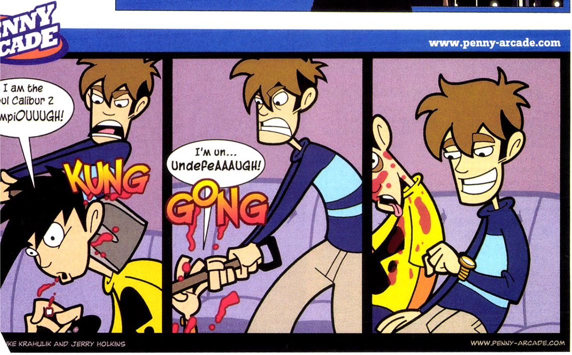
STOOPIDEST LICENSED GAME OF THE MONTH

American Idol videogame

This holiday, Codemasters is bringing *American Idol* to the PS2. We can already imagine the ragtag gameplay and Paula Abdul crying when Simon gets feisty.

"I couldn't think of a more revolting game concept."





P.S.A.T.

(PlayStation Aptitude Test)

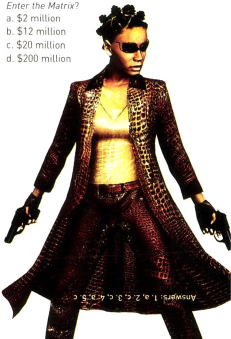
1. What was the Japanese release of *Magic Pengel: The Quest for Color* called?
a. *Rakugaki Kingdom*
b. *Ichiro's Revenge*
c. *Dongle Monkey Colour*
d. *Pekabooki Halo*

2. Assuming that the average *SOCOM* player spends around three hours a day playing online, roughly how many player-hours are spent in *SOCOM* in any given week?
a. 10,000
b. 100,000
c. 1,000,000
d. 10,000,000

3. Right now, what percentage of the Earth's population is playing *SOCOM*?
a. .1%
b. .01%
c. .001%
d. .0001%

4. What are the names of the twins starring in *Fatal Frame 2*?
a. Mio and Mayu
b. Mumu and Miu
c. Mayo and Ryu
d. Brenda and Jill

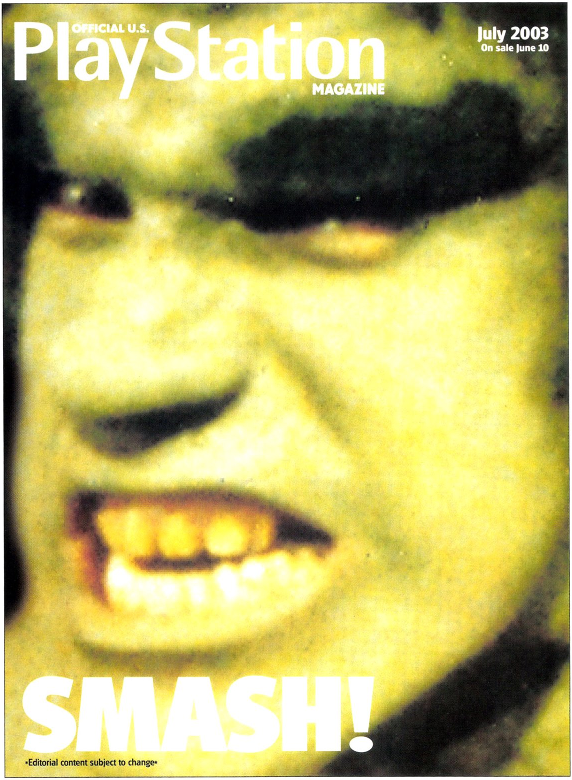
5. Though unofficial, what is widely believed to be the approximate cost of *Enter the Matrix*?
a. $2 million
b. $12 million
c. $20 million
d. $200 million



Answers: 1. a, 2. c, 3. c, 4. a, 5. c

NEXT MONTH

It's not easy
being green.



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Sony Computer Entertainment	2-3	www.scea.com
Square Enix U.S.A., Inc.	17, 53	www.squaresoft.com
THQ Inc.	130-131	www.thq.com
Ubi Soft Entertainment	6-7, 80-81	www.ubisoft.com
VUG – Universal Interactive	14-15	www.universalinteractive.com
Warner Home Video	25	www.warnerhomevideo.com

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June 200
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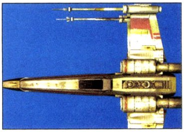

Rogue Squadron III

Set a course for the unsucky side of the *Star Wars* galaxy (sorry, *Episode 1*)! *Rogue Squadron III* lets yo relive more of the finest moments from the classic trilogy. Plus, sharpen your stakes and lace up your unisex leather, 'cause *Castlevania*'s coming to your PS2! And don't miss *EGM*'s bold new look!

GAMENOW

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Happy B-day, Mega Man!

Can you believe it's been 15 years since the venerable Mega Man's debut. Fifteen years. 1988. That wa when the world wide Internet was invented—or the phone, we're not sure. But *GameNOW* is sure that i special coverage of Mega Man's anniversary and return to gaming will be unmatched. Be there.

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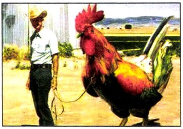
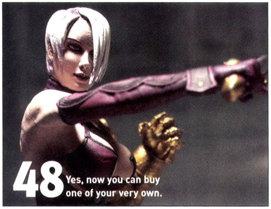


Chicken Shack

OK, so there's no game called *Chicken Shack*, but *CGW* is sworn to secrecy about its super scoop. Suffice it to say that it's the long-awaited sequel to one of the best PC games ever made. Don't miss th preview of the game we've all been waiting for. Als featured: *Deus Ex 2* and *Rainbow Six 3: Raven Shiel*



48 Yes, now you can buy one of your very own.

REVIEWS

PS2 GAMES

103	Auto Modellista	★★½
105	Choplifter: Crisis Shield	★★★
105	G1 Jockey 3	★★★½
105	Gallop Racer 2003: A New Breed	★★★
104	.hack//MUTATION	★★★★
106	Magic Pengel: The Quest for Color	★★★★
105	Mobile Light Force 2	★★★½
107	Music Maker	★★★★
107	Walt Disney's The Jungle Book: Rhythm n' Groove	★★★
108	X2: Wolverine's Revenge	★★★

PS1 GAMES

109	Blockids	★★½
107	Dragon Ball Z: Ultimate Battle 22	★
109	Marble Master	★★½
109	Mobile Light Force	★★★½
107	Turnabout	★★★★

PERIPHERALS

109	Action Replay (with 8MB Memory Card)	★★★★
109	GameShark 2 Video Game Enhancer, Version 3	★★★★
109	Multimedia Docking Station	★★★½
109	USB Keyboard	★★★★

Make *thousands* of dollars by placing *tiny* little ads... **60**

ON THIS MONTH'S EXCLUSIVE PLAYABLE PS2 DVD

PLAYABLES

- World Tour Soccer 2003
- High Heat MLB 2004
- Smash Cars
- War of the Monsters
- Rocky
- Pride FC
- X-Men: Next Dimension
- Black & Bruised
- Space Fisherman

VIDEOS

- MLB Slugfest
- Wakeboarding Unleashed
- Enter the Matrix

INSIDE THE GAME

- Hunter: The Reckoning Wayward

REPLAY

- The Lord of the Rings: The Two Towers
- Devil May Cry 2
- hypersonic.xtreme
- Rayman 3: Hoodlum Havoc
- Silent Scope 3
- James Bond 007: NightFire

EXTRAS

- John Hancock All Star Fanfest
- Comic-Con International: San Diego
- Dev 101: Agetec Maker Games
- Action Figures
- E3 2003

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Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

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WACKY

A GAME YOU CAN'T PLAY ANYWHERE ELSE (EXCEPT JAPAN)

This month marks the start of what we're hoping to make a new trend. On this disc, you can play a game that has been released only in Japan: the eminently bizarre *Space Fisherman*. Look for it under Extras. Once you're done with it, try these challenges in some of the other games.

Issue 69
PlayStation
SCUS 97244
RP-M

HIGH HEAT MLB 2004

THE DETAILS: You'll get three innings to play as the World Champion San Francisco Giants against the second place Anaheim Angels. Of course, we didn't watch after the seventh inning in Game 6.

HAVE YOU TRIED...

...homering with Barry Bonds? If you're going to play with the Giants, you might as well homer with the era's greatest hitter.

...fanning all nine batters with Jason Schmidt? Lackey's not going to strike out the side three times, so try it with Schmidt. Mix in the slider for the K.

...changing your position on the mound? Press L2 or R2 to shift left or right on the rubber.

WORLD TOUR SOCCER 2003

THE DETAILS: Remember when the U.S. team got their hearts broken during the World Cup? No, you were asleep. Well, we lost to Germany. But change history, as the U.S. rematches Germany here.

HAVE YOU TRIED...

...using L1 to get another defender to rush to the ball? It's a great tactic, but remember: That means someone else is open.

...the vicious two-footed slide tackle? Press R2 when you're near a ball carrier to watch him flop!

...playing last month's *Winning Eleven 6* demo? This game's fine, but for amazing football, there's nothing better than *Winning Eleven*.

ROCKY

THE DETAILS: You'll take either Apollo Creed or Rocky and go toe-to-toe in a brawl for the ages (though it's only two rounds). Yo, Adrian, this is the coolest boxer on the PS2, so get to hittin', will ya?

HAVE YOU TRIED...

...knocking out Apollo? If you can pull this off in only two rounds, you've played the demo way too much. But go with the body shots to succeed.

...dodging punches? Hold down L1 and move the Left analog stick and you'll move away from Apollo's hammerfist.

...keeping a bloodless face? It's like Rocky's going in already cut. Keep his skin supple and smooth.

WAR OF THE MONSTERS

THE DETAILS: Pick either Congar or Kineticlops and go to town (literally) in the Midtown Park level. You can even enlist the help of a friend and go head-to-head, two-player style. CONGAR SMASH!!

HAVE YOU TRIED...

...deflecting thrown objects? Pick up a long object (a girder will do nicely) and hit ▢ to swing it enthusiastically. Time it right and you can knock a thrown car back at your opponent.

...taking up the demolition business? While you've got that girder, why not roam around and knock down some buildings? It's a great stress reliever, and it'll help you find hidden objects, too!

SMASH CARS

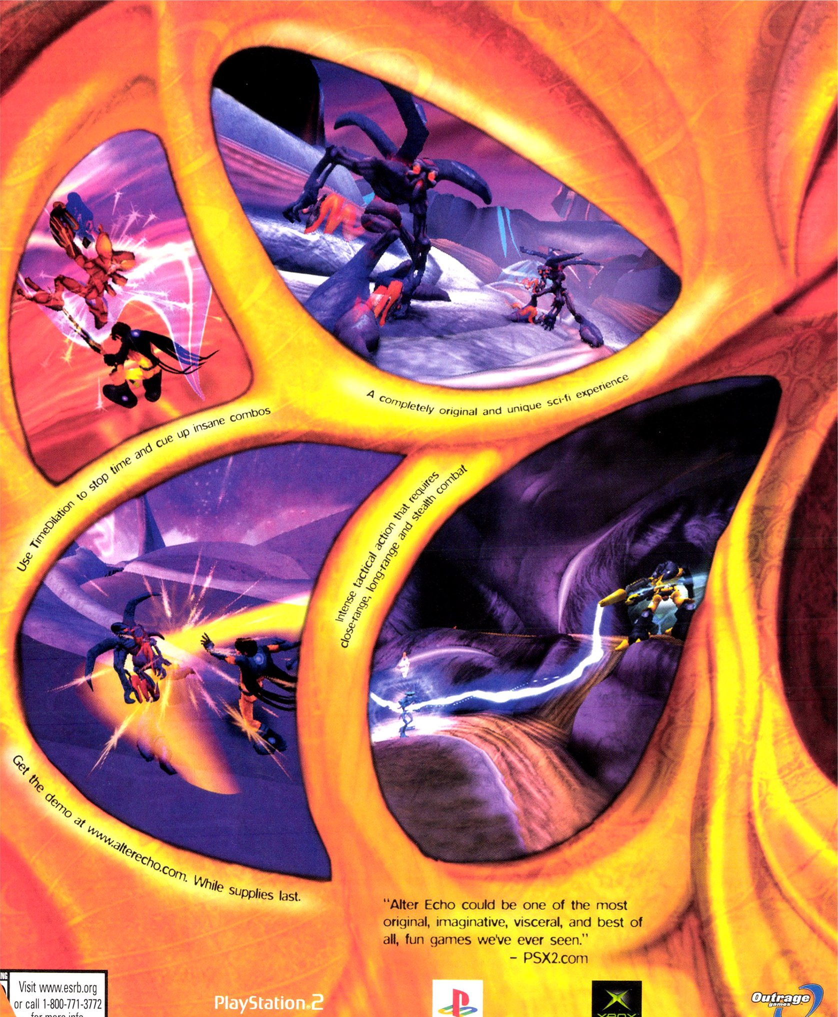
THE DETAILS: This surprisingly sharp racer makes us feel like we're actually piloting real remote-controlled cars. Granted, they're unusually large remote-controlled cars, but you can't have everything.

HAVE YOU TRIED...

...performing a slow-motion jump? Tap R1 to jump, then tap R2 to engage slo-mo. Hitting R2 again will turn off the slo-mo; it's a toggle switch.

...doing a midair 360? Turn sharply and tap R1 in the middle of the turn. If you're going fast enough, your truck will spin wildly in midair.

...hitting the dog? With enough speed, you'll make him change direction and chase your opponents.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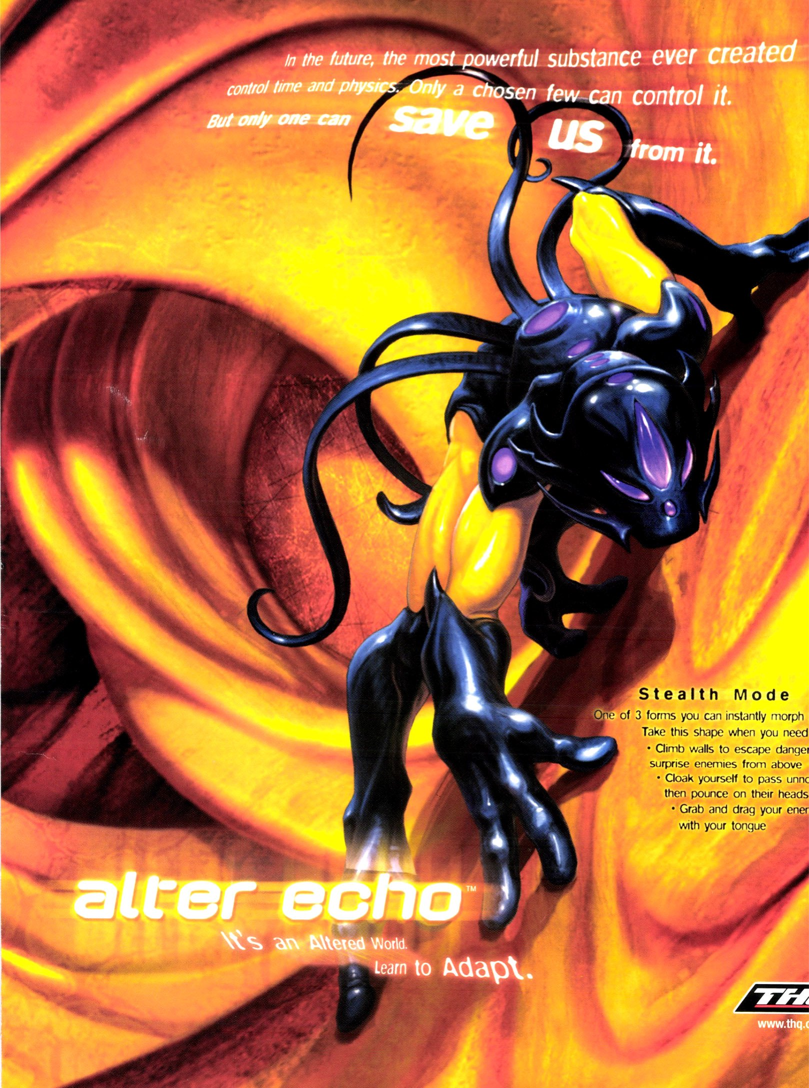
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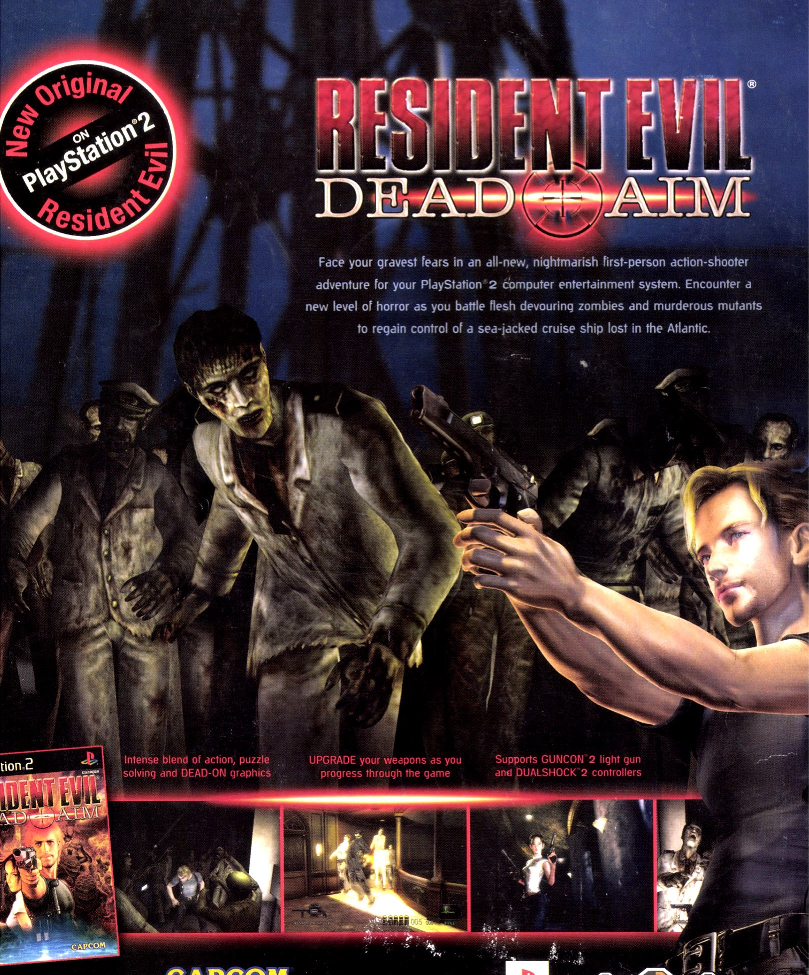

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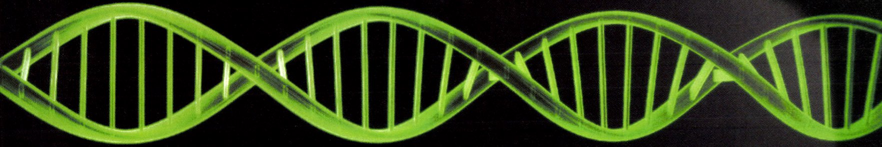

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***Splinter Cell* was already out for Xbox, but now PS2 gamers can indulge. "The demo convinced me that this is a definite buy," said Edgerunner. As for Xbox's graphics bettering the PS2's, DatMonkey isn't swayed: "As we've said a million times: Graphics don't make a game. We're in for an awesome experience." Indeed we are.**

Just Shooter Me

One thing you probably didn't realize about shooters on the PS2 (and PS1, for that matter) is that there's an incredibly unfair amount of bias against them by fans who don't think a Sony system can "do 2D."

Most of these snobs prefer systems like the PC Engine/PC-E Duo, Sega Saturn, or Dreamcast, which have larger libraries of shooters. They'll not think twice about paying over $100 for titles like *Radiant Silvergun* or *Stellar Assault*, and they'll also be the first to point out that Treasure refused to port *RS* or *Ikaruga* to a Sony system because the games would have to be changed too much or "can't be done" on the hardware. If anything, these folks are killing the genre they're supposed to love by not supporting the efforts of the game companies that decide to publish and produce "old-school" shooters for the PS1 or PS2. There are probably still a few of these people who've never played *Einhander*, *G-Darius*, or *R-Type Delta* because they're not totally sprite-based, and that's a shame.

That said and done, there are also loads of import PS/PS2 shooters that have never been released here (*Zanac X Zanac*, *Geppy-X*, *Harmful Park*, *Gradius Gaiden*, and *Psyvariar*, for example), and it's sad that a U.S. publisher (other than Working Designs' short-lived Spaz label) won't spend the time or money to pick up and promote more of these games.

Shooters are far from boring—they demand fast reflexes and an appreciation of mostly excellent game design. But most gamers seem to want the next sequel to whatever they grew tired of playing three years ago, and shooter fans just want another system entirely. If the games mentioned in your column fail to sell (except for inflated prices on eBay once they go out of production), then it's definitely not entirely the fault of the game companies. They're just looking at the bottom line, first and foremost—and with no high score in sight, it's probably "Game Over" for any future shooters.

Greg Wilcox
geewilcox@juno.com

CONTACT OPM

Snail Mail
OPM
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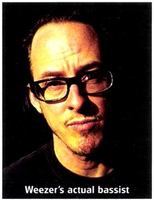

Weezer's actual bassist

We're April's Fools

I just finished reading through the May issue of OPM. I just had to say that I found your April Fool's joke in the calendar on pg. 28, about *BMX XXX Uncensored* being released on April 1st. Ha!

Also, as a big Weezer fan, I have to say that you need a newer picture of the band (other than what you put on page 48). That picture is close to two years old! Mikey Welsh, the second from right, was the band's bassist when the *Green Album* was made, but after the CD was released, he left the band. Since *Maladroit*, the bassist has been Scott Shriner.

Mike Graves
onefrodo@yahoo.com

Good catch on *XXX*. As for Shriner, that was our, umm, other April Fool's joke! Yeah, that's the ticket! So here's a recent pic to make-up for our "oversight."

Faulty Disc?

On the May demo disc in your magazine, it lists *High Heat 2004* and *NBA Live 2003* as playable demos. But when I play the disc, neither of those games are on it. I was wondering if I got a faulty disc or if it was a misprint.

Juan Acevado
dirt_dog_03@hotmail.com

We wish it were as simple as a faulty disc. It's a timing issue. The disc can have last-minute changes, and while we expected the *High Heat* and *Live* demos, both were postponed (and removed from the disc) for reasons beyond our control. This is a rare occurrence and we don't foresee it happening again.

Looking for a Good Fight

I love fighting games and find it amazing that you rarely comment on good fighting games. Of course, you talk about *Virtua Fighter 4*, and *Tekken 4*, but these lack a special spark.

In my opinion, only SNK was able to give fighting games that special spark needed for us, fighting fans, to love a game. Games like *Fatal Fury*, *The Art Of Fighting*, and especially *King Of Fighters* are the best fighting games ever. Most people don't know it, but all of these games aren't just dull punch-kick games.

My point is, since SNK went bankrupt, very few good fighting games have been made. *Capcom vs. SNK 2*, *Guilty Gear X*, and *Mortal Kombat Deadly Alliance* are just about the best out there, but they still lack something. People might think a fighting game with a good plot is a really stupid idea, but it is not.

So, I ask game companies to please make fighting fans' wishes come true. Make a game that, even after 10

GAMERS ARE TALKING ABOUT

From message boards to printed page

OPM's monthly roundup of hot topics, gathered from the *OPM* message board at gamers.com.

TRANS-FANTASY VII

Last month in Input, our Couples Who Play Together Stay Together returned. Only some took wild offense to half of the couple being a transvestite. Narrowmindedness aside, **ViceVice** made the argument that "Videogame magazines and transvestites do not go hand in hand. No matter how you pair the two up. It will be awkward and people will still complain."

pranadevil666 snapped back by writing, "'Videogames and transvestites don't mix?' Well, if that's true, then explain the mission in *Final Fantasy VII* where Cloud has to dress up like a woman!"

NO MAP NECESSARY

We found a string titled "Do you know Vice City better than your own town?" We thought about that. So did folks like **ViceVice** who wrote, "I do! I have travelled 600 miles by car in Vice City, and 90 miles on foot."But of course, every good string needs a smartass. **BadboyofSNL** replied, "Yeah, I know Vice City way better than my own town of Los Angeles." From **WhiteStripe66**: "I know Liberty City And Vice City way better than my town. It's weird because my town is smaller than both of them. I guess I travel Vice City and Liberty City more than I travel my own town! Haha!"

ANGER MANAGEMENT

It's not just a Sandler/Nicholson movie, it's what a few gamers need. Of course, we would *never ever* do something as despicable as break anything whilst gaming. Unless we lose in overtime in *Madden*. "I once punched a hole in the wall after allowing a touchdown on *GameBreaker '97* for PS1. What's sad is that I ended up winning that game anyway." **TheTenthOracle** stupidly blew his chance to buy a good game, "I've busted three controllers, one USB keyboard, a mouse, and one PS2, all while playing *Tribes Aerial Assault*." **Mayo40oz** spared his equipment, "I used to hit my older brother all the time. He deserves it. He's a button masher."

SEQUELMANIA

With E3 around the corner, gamers are already chattering about what's next in the world of PS2 sequels. **TonyTheTadpole** says, "I expect both *Sly Cooper 2* and *Rygar 2* to make rounds this year at the Expo. I'm crossing my fingers." As for AstroJen, she's got different hopes (and one of those is likely): "*Kingdom Hearts 2*, *Ratchet & Clank 2*, and maybe the new *Chrono Cross* sequel?" **EvilEmpire744**'s rooting for more games we're eager to glimpse: "Hopefully, *Metal Gear Solid 3*, and more info on *Jak II*."

WORTH FIGHTING FOR

Depending on which system you're going to play *Soul Calibur 2* on, you'll either score Heihachi from *Tekken* (for PS2), Link from *Zelda* (for GameCube), or Spawn from *Spawn* (for Xbox). For his money, **oral808** says, "I think the dude from *Tekken* is lame. And I find Link foolish looking, so the default winner is Spawn. Personally, I think Cardboard Tube Samurai would've been the best option." **BombaJoe** chimes in saying, "The problem with Heihachi is that we've already seen a *Tekken* character in the *Soul Calibur* series and Yoshimitsu is a hell of a lot cooler than Heihachi, so why bother with a lamer *Tekken* character?" And a final point from **jeffreyjapan**: "Hei doesn't even have unlockable weapons, he has wristguards!"

Scott Shriner photo/Retna

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For our buck, we'd prefer to see Link over Heihachi.

TO READ OR NOT TO READ?
Do you read the manual before you play a game, while playing, or never? Post to the message board at gamers.com and tell us!

years, will still be played. Just like SNK did.
AcclSpeed@aol.com

We hear you on the SNK issue, but everything will change when *Soul Calibur 2* releases. Trust us.

Hands Off!

I'm not complaining, but on page 74 of the May 2003 issue, the "Hands On" burst has been placed in a rather interesting spot. Did you do it on purpose? Tell the truth.
Douglas Pedersen
ped@easystreet.com

The girl is wearing milk chocolate knee-high stockings. We couldn't bring ourselves to cover those up.

John Davison or Sam Fisher?

I made a top 10 list of things that are not only on my wish list (all right, not all of them are on my wish list), but are also on my, "Things that are definitely going to happen" list.

10) Buy *Midnight Club 2*.
9) Become a Splinter Cell.
8) Use my *Splinter Cell* stealth abilities to sneak into *OPM* HQ and replace *Metal Gear*, *Splinter Cell*, and *SOCOM* games with *Spec Ops*.
7) While still there, replace all *Midnight Club 2*, *GTA*, and *Gran Turismo* games with *Gravity Games Bike: Street, Vert, Dirt* and *Hooter's Road Trip*.
6) On the way home, sabotage all Xbox systems and *Splinter Cell* games (for Xbox) across America.
5) Get home. Start playing *Midnight Club 2*. Find John Davison online and get my butt kicked so bad that I start crying.
4) Go back to Splinter Cell training camp to become tougher (or to stop myself from crying after I lose). Start practicing *Midnight Club 2* daily.
3) Go back online to challenge John Davison. He isn't there, so instead, I lose to a 6-year old girl who says she has never played the game before. Many tears pour.
2) Contact Sam Fisher. Ask him to train me. Finally, after achieving my goal of eight pushups, he starts giving me tips on how to play *Midnight Club 2*.
1) Challenge John Davison one more time. Use the skills Sam Fisher taught me and whip John Davison's butt so bad that all *OPM* employees agree that I am the new editor-in-chief. Later, I discover it was all a big hoax to lure me into *OPM* HQ, where I get my butt kicked for replacing their good games with the bad games (and let me tell you right here that Zoe can hit pretty hard!).

The thing that surprised me the most was that Sam Fisher is on top secret missions almost every day and yet he still has the time to become very skilled in games such as *Midnight Club 2*. How does he do it? I began to think very hard and all of a sudden, bam! It hit me: Sam Fisher is John Davison in disguise! How else would *OPM* have figured it was me who switched all of their games?
John Grandits
m_grandits@yahoo.com

Publishing this letter poses some severe security risks for our main man/secret agent/fussball master/boss John Davison, but now that someone—John Grandits is smarter than us all—has figured it out, we're going to stop living this tragic lie. John Samuel Clemens Langhorne Fisher Davison is, indeed, who you say, John. Nice work.

What about Crash?

I have been a loyal Sony gamer for about five years now, and in all that time, Sony has yet to produce a mascot-type character. Nintendo has Mario, and when Sega was still in the console business it had Sonic. So why hasn't Sony created a mascot-type character?

I am not saying that creating a videogame character solely for the purpose of being a mascot is a good idea, but games featuring mascot characters have been huge successes in the past. Sony has created many quality games.

Maybe Sony could use its expertise now to create a game series with lovable characters and lasting quality. It doesn't have to be mascot game. Perhaps Sony could simply devise a series that would be a lasting example of the PlayStation's quality. This would let us identify our beloved console with something more than just the Sony logo.
H. Roger Gale
gvigor6@ori.net

Our feeling is that the PlayStation really doesn't need a mascot. It's almost as if the system is its own mascot. But you have to consider the *Ratchet & Clanks* and the *Jak and Daxters* to think mascot-wise. Those two franchises are where the lovableness and quality are at their peak. Plus, it means we don't have to endure more Crash-with-a-megaphone commercials.

QUICK HITS

THE DEUCE

Has there been any word about a SOCOM *sequel?*
Stephen Kee
skee@fenix2.dol-esa.gov

***SOCOM 2*? Never heard of it.**

PS ZERO?

I heard that in addition to a PS3, Sony would release a new system called PlayStation Zero. Is this true?
Csmith61589@aol.com

There's no PlayStation Zero. It was on a wishlist in *GMR Magazine*. But if it's a PS1-playing GameBoy-type device, it's on our wishlist, too!

FLOWER CRUSH

Just FYI: Every male/single PS2 gamer in the U.S. (maybe even the world) has a HUGE crush on Zoe. Too bad I'm not one of them (since I'm not single, that is).
Michael Hatch
MiataDJ@aol.com

Don't cheat yourself! You, too, can have a crush on her.

WHERE'S 3?

When I found out about FF Origins, I counted them up and found that when I buy it I will own FF1, FF2, FF4, FF5, FF6, FF7, FF8, FF9, and FFX. Where, oh where, is FF3?
Paul Edwards
isodrunk@hotmail.com

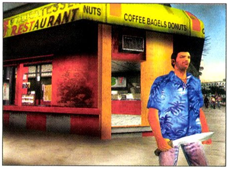
The game has never been released here, and we've got no word of it happening anytime soon. We hope it'll one day be released on a handheld system.

Dear Disappointed

In the January issue of *OPM*, you compared the typical missions, the weapon lists, etc., in *Scarface*, *GTA3*, and *GTA: Vice City*.

When you compared the weapons, you said *GTA3* included knives. If your regular writers and freelancers really played it, they would know it doesn't include knives.

I've come to expect more from your magazine.
Joey Jaraczwski
Cotton Wood, AZ



It pains us that we've let you down, Mr. Jarackzkehriwski. But because of your hurt, we feel like we owe you an explanation. Our explanation: The screen shot above that says, You're wrong! But, of course, at the last minute, the guys at Rockstar pulled the knife. Out of the game, that is. So it's not in there. Guess we'll have to play the game now, huh?

Auto Cheatallista

I have been playing *Auto Modellista* online for about...well, since it came out. But when I play online, there are players that some of my racing team (Team iR) and I call PinBallers. Those are people who get the fastest car and ram it into the corner of the turn and make a somewhat quick getaway. While that is happening, I am keeping up while doing fast turns and not hitting the wall after the turn. PinBallers are taking over the rankings with their cheating. I am doing the perfect turns and all they do is dirty race. I have two words for people who race like that: No skills!
Patrick Strong
calgar168@hotmail.com

Why online people cheat confuses us. Why you're playing *Modellista* also confuses us.

Downtime

I have a small bone to pick with you. Don't get me wrong, I love your mag, but I just need to know what the heck is up with the timed demos! I mean, one day I am sitting there playing *Def Jam: Vendetta* and while I'm having a blast and seeing what all I can do, all of a sudden, DEMO TIME OVER! Then I had to start all over again. Please explain why these "demo times" exist.
Tony A. Rickard
TAR13933@aol.com

Maybe you're confused by what the word "demo" stands for. It's "demonstration." Not "get the entire game and an entire magazine for bargain basement prices!"

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Aren't dinosaur games dorky after you're 12?

SING ALONG? If you've never heard of singer Matsuura Aya, head to YesAsia.com and search for her. Remember, the album to the right does not have Karaoke function!

yesasia.com

Grand Theft Names

Today I was playing the *Vice City* assassination contract mission "Autocide." I was reading some of the people's names at the bottom of the screen and I managed to catch the names Marcus Hammond, Franco Carter, and Charlie Dolison. Those names are similar to the characters' names Mark Hammond, Frank Carter, and Charlie Jolson, all from *The Getaway*.

Robert McPartland
RDUARTE35@msn.com

The Goat Manigult

I read your article on *NBA Street Vol. 2* and I thought it was great except for the quiz. In question six its asks, "Which of these is not a streetball nickname given to a Rucker Legend?" You said "The Goat" wasn't one of them when in fact "The Goat" is a Rucker Legend. His name was Earl "The Goat" Manigult and they even made a movie about him starring Don Cheadle that was called *The Goat*. He's also on Slam Magazine's Top 100 dunkers list.

Ryan Caldwell
rmc2006@hotmail.com

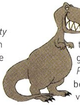
You got us, Ryan. It was a typo on our part. The choices were The Goat, Helicopter, and Sweet Fancy Moses. The last of these was the correct answer. Our hoops bad.

Adults Only—Why Bother?

As you all already know, the ESRB has five ratings: Early Childhood, Everyone, Teen, Mature, and Adults Only. Why bother with the Adult rating? Not one game that I know of has ever made "the grade." Am I wrong? Well *BMX XXX* made it to Mature, but it was toned down. If I wanted censored games, I would have bought a Nintendo.

Max Lucas
theenoid@hotmail.com

If there's an Adults Only game on the PS2, it'll surprise us. But you have to consider context, Max. *BMX XXX* was censored because it was stupid. Why have an AO game just to have an AO game? If the makers of *GTA* decided to push things really far, maybe we'd see an AO game. But otherwise, why should Sony, realistically, risk their rep when they're already allowing good games (like *Vice City*) to take tasteful liberties?



Dino Crisis

I've been following the making of the new game *Jurassic Park: Project Genesis*. I have been reading articles and viewing shots of this game. I get the odd feeling that you all haven't put much time and effort in trying to review this awesome game. For example, on the site, the preview of the game is only five sentences long, and for a review, there's nothing! You all need to take a better look at this game.

Drifton Dalton
drifton_is_wack@yahoo.com

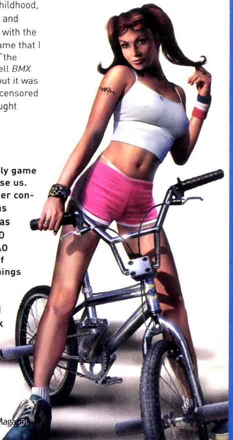
Poor Drifton's observation skills have caused him problems once again. Not only did we review it in our May issue (Issue 68), we gave it a very high 4.5 stars. As for short previews cred, we've added up the people that care with one hand.

New OPM Staffer?

I am David Perez, age 14 (almost 15), and I love the PS2. I was wondering if I can work for you guys in any way, like rating games, writing articles, and other stuff. Please answer within a week.

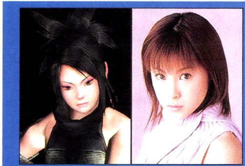
David A. Perez
diabloeyes@netzero.net

We were all set to say yes, but we missed your one-week deadline. Damn it.



ASK US ANYTHING!

We're serious when we say *anything*

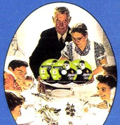


YOU SAY AYA, THEY SAY AYAME

Q. On page 76 of issue 66, where *Tenchu* is being previewed, the female ninja looks amazingly like Matsuura Aya. I was wondering if Aya's features inspired the character design, or if it's just a coincidence, similar to the Ben Affleck resemblance in *Final Fantasy: The Spirits Within*.
whtjunior@whtjunior.com

A. There's no proof that pop icon/singstress Matsuura Aya was inspiration, but the character in *Tenchu* is named Ayame, so there's a chance. At the very least, we can stare at this picture of Aya for a very long while.

BRING TO A BOIL?



Q. I heard you could boil a PS2 disc and it gets rid of the scratches and fixes the game. Do you know if this works?
smo65_@hotmail.com

A. Yes, but only if you get in the pot with the disc. Seriously, though: Boil for 20 minutes, stir occasionally, and add salt as necessary. Or, try microwaving on high for three minutes!

PS2 LIVE?

Q. Do you think there will ever be a day when PS2, Xbox, and GameCube owners will be able to battle against each other online? Just think of all those countless hours of playing *Soul Calibur* paying off, when you use your secret PS2 character to completely annihilate some Xbox owners!

Tim
morphinepanda@netscape.net

A. It'll definitely happen, although it may not be for this generation of systems. The start is *FFXI*, which lets PS2 and PC owners play together.

CO-OP AIN'T COIN-OPERATED NO MO' ▶

Q. Is there a game on the market with the same gameplay as *The Two Towers* or *Dynasty Warriors*, with two player co-op play?

Mauricio Rodas
mauro528@yahoo.com

A. Play *Dynasty Warriors 4*, for co-op. You'll love it (though *The Adventures of Cookie & Cream* and *NBA Street Vol. 2* are great co-op games, too). There's more to life for co-op lovers than just hack-n-slash.

POSTERS FOR POSTERITY

Q. Where can I find posters for games? I know they exist. I've asked store owners. I've even contacted game companies (Capcom, Namco, Konami, etc.). It's amazing that nobody knows where they come from or who makes them! Please, point me in the right direction.

Greg Ferrie
mvferrie@peoplepc.com

A. Head to google.com and type in "video game posters." You'll find a few.

YOU SCREAM ICE CREAM

Q. What's the best way to ask out a girl? I don't know what to say, so I was hoping you guys would help me out when I need you most. The girl is cool and outgoing and funny and stuff.

Emilio
elmo76er@msn.com

A. Ahh, the age-old question. Say this: "[Girl], I know this will sound really dorky, but ice cream rules, so I thought we should get some on Thursday. Say yes, or say you can't, but don't say no."

MATURITY BEGETS MATURITY

Q. I'm 15 and want to convince my parents to let me play M-rated games without keeping it a secret. How do you suppose I do that?

Justin
gamesharc88@aol.com

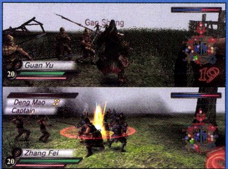
A. Proving to your parents that you're mature enough to play an M-rated game is the key. Be upfront. Tell them what the game's about and why you think you should be able to play it. But if you have the type of parents that won't let you watch R-rated flicks, you'll likely have to keep playing M-rateds on the sly. Sadly.

BUCK UP FOR THE ANTHOLOGY

Q. I recently saw *Final Fantasy Anthology* for sale on eBay for $60. Is that a good investment?

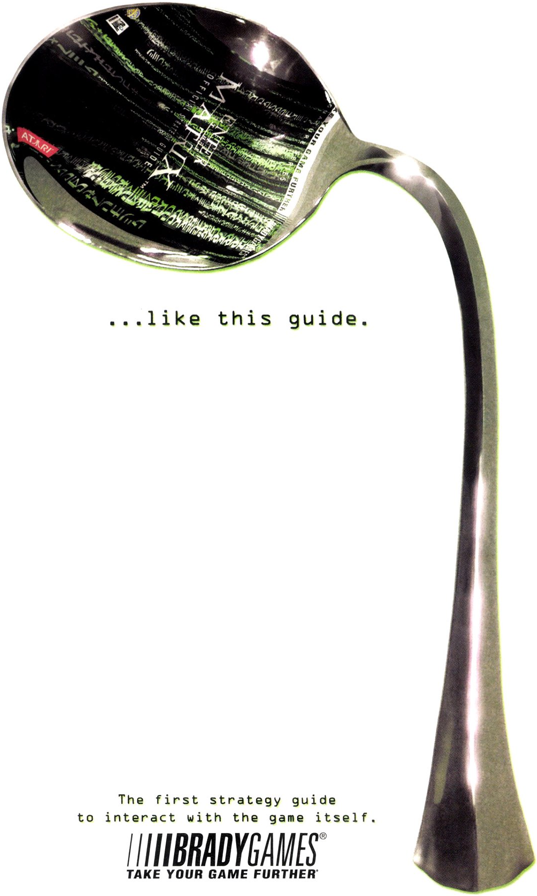
Dallas Hager
zidane_tribal_11786@yahoo.com

A. Seems a tad high for us, but seeing as it's on backorder on most major game sites, it's not too far off. Still, you might want to trawl around a bit more to see if you can find it closer to the $40 mark. If so, you're in for two true-blue classics that're well worth playing.



Two players are better than one

There is no guide...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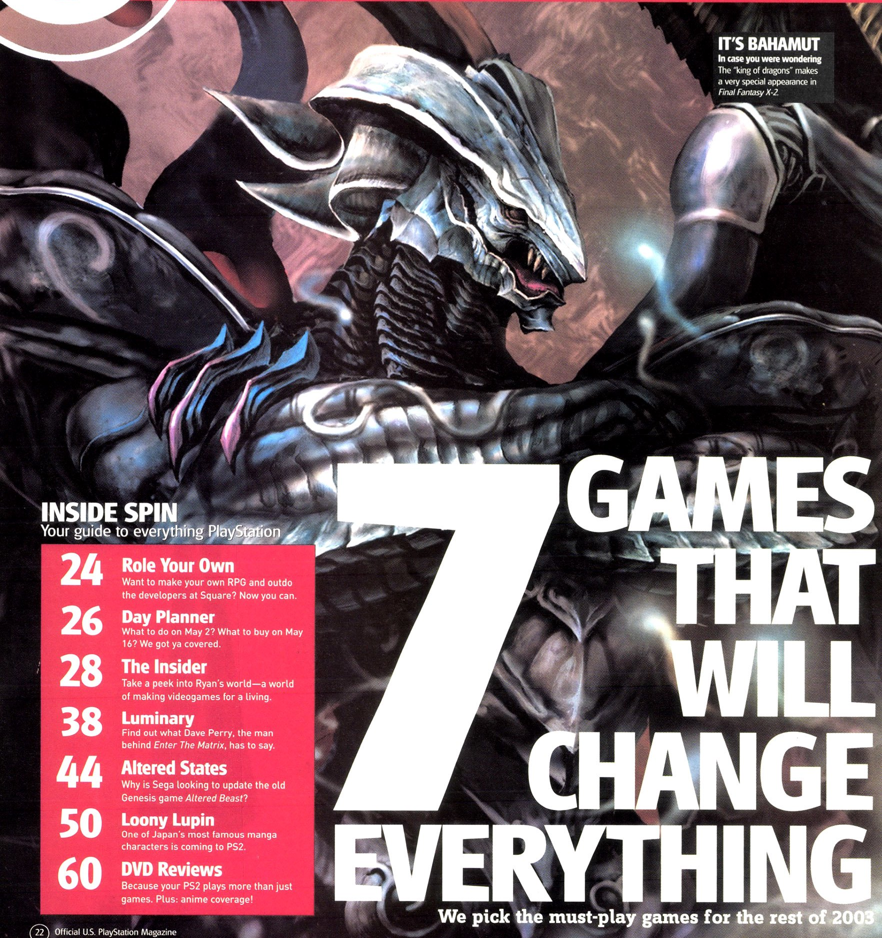

IT'S BAHAMUT

In case you were wondering

The "king of dragons" makes a very special appearance in *Final Fantasy X-2*.

7 GAMES THAT WILL CHANGE EVERYTHING

We pick the must-play games for the rest of 2003

INSIDE SPIN

Your guide to everything PlayStation

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Want to make your own RPG and outdo the developers at Square? Now you can.

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What to do on May 2? What to buy on May 16? We got ya covered.

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Find out what Dave Perry, the man behind *Enter The Matrix*, has to say.

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Why is Sega looking to update the old Genesis game *Altered Beast*?

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One of Japan's most famous manga characters is coming to PS2.

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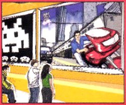
Because your PS2 plays more than just games. Plus: anime coverage!



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IT'S ART
Games taught at school
By respectable professors

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OUCH!
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Backyard Wrestling scares us

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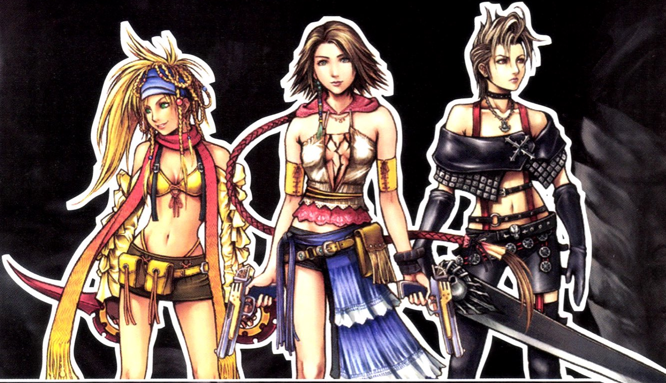
FLAWLESS!
***Soul Calibur II* rocks hard**
Find out why we love it so much

FINAL FANTASY X-2

Square Enix   November

IT'S A BIG DEAL, RIGHT?
Regardless of your views on the weirdly cute job system and pop-star shenanigans of Square's latest, there's no denying the significance of a new *Final Fantasy*. Previous games in the series have always been true spectacles that push multiple boundaries, but *X-2* is the first game to really lighten up on the whole concept. Purists worry that girls in crop-tops and hot pants are sullying their beloved series. We applaud Square's decision to contemporize a bit.

WHY IT WILL CHANGE EVERYTHING
RPGs are typically either stuffy and pompous or way too wacky for the masses to get into. *X-2* could modernize the genre and change the way people view characterization in videogames.



GRAN TURISMO 4

SCEA   Winter

WHAT'S THE BIG DEAL?
Gran Turismo 3: A-spec is still the big daddy of racing games. There have been many imitators, but in the grand scheme of things, *GT3* remains the de facto choice for anyone with even a moderate interest in games about cars. The sequel promises more of everything, and previous comments from Polyphony's top dog, Kazunori Yamauchi, indicate a very ambitious project with superior visuals, an encyclopedic car list, and online elements.

WHY IT WILL CHANGE EVERYTHING
Chances are that after *GT4* is released, all racing games will start to look and feel very different. Also, expect every racing game to fall over itself signing up car manufacturers from Ferrari to Hyundai.

MEDAL OF HONOR RISING SUN

Electronic Arts   November

WAR GAMES ARE BIG NOW, RIGHT?
Frontline completely rocked our world—and went on to sell nearly 1.5 million copies, proving it had an impact on you, too. The last time *OPM* ran a playable demo of the game on our DVD, it was one of the best-selling issues of the magazine ever. *Rising Sun*, the first of a two-part story set in the Pacific theater, is much more daring than *Frontline*. Unlike previous games in the franchise, soldiers in *Rising Sun* are more dependent on one another, so the sense of being part of a larger company is much more profound. Wait until you see the battle in Pearl Harbor; it makes the Normandy landing in *Frontline* look like a walk in the park.

WHY IT WILL CHANGE EVERYTHING
Lots of developers throw the word realism around with wild abandon, but *Rising Sun* shows how shocking the experience of war can be. It will forever change the way action games play with your emotions.

SSX 3

EA Sports Big   November

WHAT'S THE BIG DEAL?
SSX Tricky is still, arguably, one of the best games on PS2. It's certainly the best snowboarding title, but its appeal is much broader than "just another extreme sports game." *SSX3* promises to push the boundaries of what can be done with a game of this sort, and it also goes some way toward proving what a profound effect *Grand Theft Auto* has had on modern game design. Races are no longer selected from a series of menus; instead, the entire mountain is an open environment in which you roam around looking for challenges.

WHY IT WILL CHANGE EVERYTHING
Tony Hawk's Pro Skater 4 proved that extreme sports games could offer an open-ended and entertaining experience, and *SSX3* promises to pick up the challenge and run with it. Expect lots of other titles to follow suit.

SOCOM 2

SCEA   November

WHY SHOULD I CARE?
Check out our cover story for more detailed info, but...like so many sequels these days, *SOCOM 2* promises to build on all the stuff we loved in the original. Look for improved graphics, easier stat tracking, more involving missions, better voice-chat support, and a host of other enhancements. If you're as excited as we are, skip to page 90 *now*.

WHY IT WILL CHANGE EVERYTHING
The first *SOCOM* set the bar for online experiences. While everyone else has yet to match even that, the guys at Zipper look set to make the sequel the next definitive online experience.

SOUL CALIBUR II

Namco   September

IT'S JUST ANOTHER FIGHTER, ISN'T IT?
When we declared Sega's *Virtua Fighter 4* "the best fighting game ever made," we were fairly confident that claim would stand for some time. Based on our time with the Japanese version of *Soul Calibur II*, though, *VF4*'s legs will soon be kicked out from under it. It looks amazing and it's packed with features—but above all, the gameplay seals the deal. Check out page 46 for our views.

WHY IT WILL CHANGE EVERYTHING
The balance of depth and simplicity has never been pulled off so gracefully. We've waited years for the return of the fighting game. *Soul Calibur II* may finally usher in a new era.

RATCHET & CLANK GOING COMMANDO

SCEA   November

DO I CARE?
We'll be the first to admit that we far too readily dismissed the original. What initially appeared to be *Spyro the Dragon* with guns and a bit of attitude turned out to be one of the most pleasant surprises of last year. Have an ogle at it on page 66 and tell us we're not right about this.

WHY IT WILL CHANGE EVERYTHING
The first game added guns to 3D platform gaming—lots of really big, crazy guns. *Ratchet & Clank 2* promises to bring more of everything the first one had, and while it's at it, to influence every other platformer in development (even SCEA stable-mate *Jak II*).

Check out www.gamers.com May 13 through 16 for E3 news updates on all these titles.

Medal of Honor: Rising Sun

SSX 3

SOCOM 2: U.S. NAVY SEALS

THE OPM ADVENTURE
Longtime *OPM* readers will remember the RPG we created with the original *RPG Maker* on PS1.

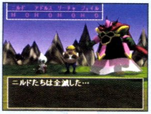
ROLE YOUR OWN

Can playing games actually land you a job? In this case, maybe!

Check out the "Game Design 101" feature on this month's demo disc to see just how in-depth Agetec's line of *Maker* games are. *Fighter Maker 2*, *Magic Pengel*, and the upcoming *RPG Maker 2* all help budding game designers learn about the nuts and bolts of making games—while having fun in the process. But can they really teach someone how to become the next Yu Suzuki or Jason Rubin? You'd be surprised. In Japan, several prospective game designers have used *RPG Maker 2* not only as a tool for learning how to design games, but also as a virtual resume to show off their newfound skills. In fact, Enterbrain, Agetec's parent company and Japanese developer of *RPG Maker 2*, admits it has even hired some of the people who submitted their homegrown RPGs to them! It has worked so well for the company in Japan, Agetec is considering doing something similar here.

But if you need further proof of just how powerful a tool like *RPG Maker 2* really is, simply check out the included demo game *FU-MA*, which comes on the *RPG Maker 2* disc. A full 10-hour RPG, *FU-MA* was designed by Kazunori Orio, whose portfolio includes epic titles like *Dragon Quest 4*, *5*, *6*, and *7*. He intentionally created the game to be a mainstream RPG along the lines of a *Final Fantasy* or *Dragon Warrior* so people could use his work as a reference for their own games (sample events and data can be pulled straight from *FU-MA*).

While you can already get started doodling around in *Magic Pengel* or building your own *Tekken*-beater with *Fighter Maker*, it's going to be awhile longer until you can create your own PS2 role-playing games: *RPG Maker 2* has been delayed until September (apparently, there's still a lot of text that needs to be translated—thanks a lot, Kazunori!). But in the meantime, we suggest you start jotting down your ideas for your ultimate RPGs. We already are.



DATA STREAM

Virtual-On Route

Sega will release its PS2 mech shooter *Virtual-On Marz* in the U.S. this fall. Featuring mech designs from the *Gundam* designer, it mimics the twin-stick setup of the arcade *Virtual-On* using the Dual Shock's analog sticks.

Without Honor

Activision is taking on EA's *Medal of Honor* with its own WWII series, *Call of Duty*. It has even captured some ex-*MOH* folks to make the games. Above is a screen of the first *Call of Duty* title, currently for PC, but possibly for PS2.

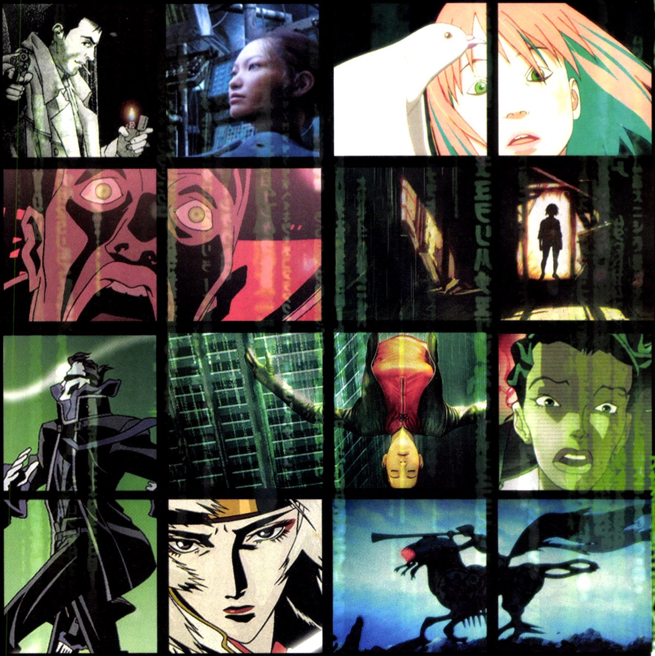
Totally Secret

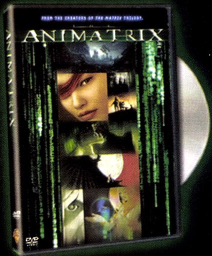
Speaking of WWII, LucasArts will release its WWII flight game, *Secret Weapons Over Normandy*, this fall. It's from Totally Games, makers of the popular *X-Wing* series on PC.

More Headhunting

This fall, Sega will release a sequel to its action game *Headhunter*, called *Headhunter: Redemption*. This time, you also control Jack's female apprentice, Leeza X.

FROM THE CREATORS OF *THE MATRIX* TRILOGY.

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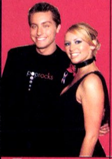
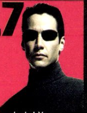
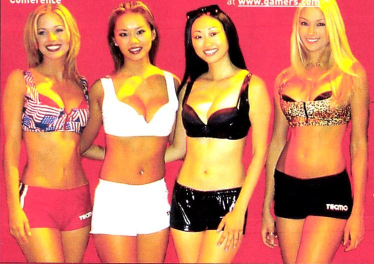
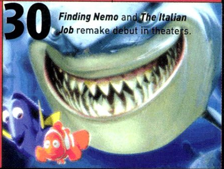
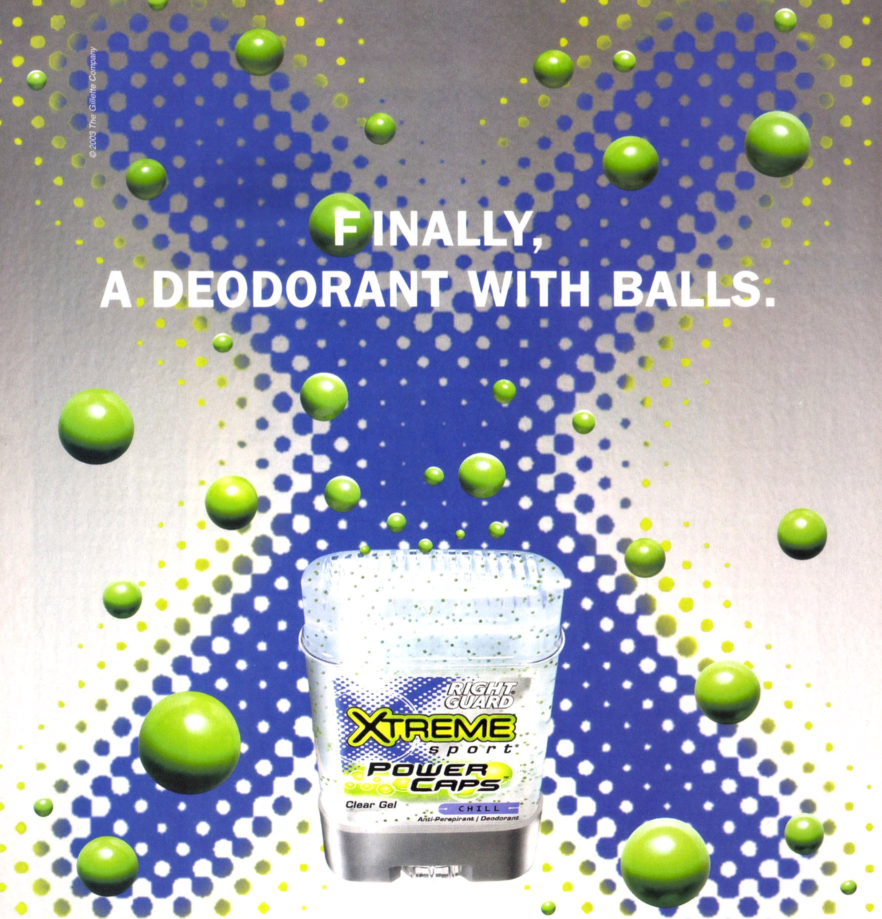
www.e3girls.com
Sure, you'll get the E3 scoop from gamers.com, but this site gives you the goods on the hotties who tart up the show.

DATEBOOK

MAY 2K3

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
				1 It's **May Day**, a festive holy day celebrating the first spring planting.	2 **David Beckham** (b. 1975) hopes to bend one on his birthday. ***X2*** is out! Who's your favorite mutant? We still dig Famke Jannsen as Jean Grey, even though she didn't make it on this poster. Boo!	
4 Wanna know why **Lance Bass** (b. 1979) is smiling? He knows that you're more talented and better looking than he'll ever be, but he still gets to date all the gorgeous women.	5 In 1961, astronaut **Alan Shepard** makes a 15-minute suborbital flight, becoming the first American to travel in space. **Cinco de Mayo**. We recommend Corona with Patron Silver chasers.	6 Your local EB should have ~~***Color Quest***~~... excuse us, ***Magic Pengel: The Quest for Color*** in stock. George Clooney was born in 1961. That makes him 42. ***Catch Me if You Can*** on DVD.	7 What happened?	8 Atlanta pharmacist John Pemberton invents a beverage he names **Coca-Cola** in 1886. In 1929, after much debate, it became cocaine-free.	9	10 **Game Developers World** in Copenhagen ends today. Expect lots of reports of folks declaring videogames as "works of art." **www.gd-world.com**
11 **Call Your Mom!**	12 **Tony Hawk** is 35 and very mature.	13 ***The X-Files Season 7*** boxed set on DVD. **Sony's E3 Press Conference**	14 **E3: Electronic Entertainment Expo** runs today through Friday.	15 ***Matrix Reloaded*** opens today! What'd you think? Tell us on our message board at **www.gamers.com**	16 Make sure to check **www.gamers.com** for all the latest and greatest E3 news.	17  Whoa, dude! You haven't seen ***Matrix Reloaded*** yet? What are you waiting for?
18 Can you believe that **Chow Yun-Fat** is 48 years old? He can still kick some major butt, though. Final day to attend the **Anime Central** convention in Illinois. Go to **www.acen.org** for the details.	19				***Bruce Almighty***, featuring Jim Carrey as God, in theaters today.	24
25	26 *GTA: Vice City*'s Lance Vance, **Philip Michael Thomas** celebrates a birthday and the fact that he actually had a paying gig this past year. **Memorial Day**	27 ***Charlie's Angels: The Complete First Season*** (five discs) on DVD. One month and counting until ***Charlie's Angels: Full Throttle*** hits the theaters!	28	29 As of press time, we're told that **Bob Hope** is still alive and scheduled to turn 100 today! **Danny Elfman** turns 50 today. After scoring *The Simpsons*, *Batman*, and *Spider-Man*, his next tunes sound off in ***T3***.	30 ***Finding Nemo*** and ***The Italian Job*** remake debut in theaters. 	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Fancy a Game of Quidditch? Electronic Arts is developing *Harry Potter: Quidditch World Cup* for PS2, a full-fledged Quidditch sports game.

THE INSIDER

LOOSE LIPS SINK SALES

It's never easy to keep secrets. It's even harder when the secret is something you're proud of, something you've toiled on for the last year. In a way, it's almost funny: Games go through at least half their development life with only a handful of souls outside the developers and publishers even knowing about it.

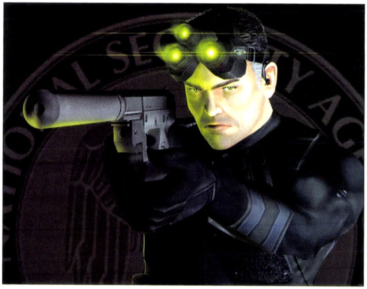
I swear this stuff is almost cloak-and-dagger at times. Sensitive documents are shredded, important meetings are held behind closed doors, and employees are careful about what they say to friends. But why do we do it? Why is this stuff kept hidden for so long? Why are developers and publishers so secretive about upcoming projects?

Well, it all depends on the game. Sometimes, an upcoming title has such a cool feature that the publisher wants to wait until the game is almost done before showing it off—if they go public with it too early, someone else might steal it. Sometimes, it's simply timing—movie-based games are usually announced after the films, and big games are normally kept on the down low until E3, where they can be unveiled in style. Sometimes, publishers want to make sure their existing hot title isn't buried under the announcement of a newer, bigger title coming out six months later. Really, would you buy *Super Keen Fishing* today if you knew *Super Keen Fishing EX Plus* was almost here?

And then there's the simplest but most important reason: Often, games just aren't "done" enough to be revealed. These suckers go through so many changes during their development cycles that it's almost silly. Take our game, for instance: Here's a title that's gone through so many evolutions that it now looks, feels, and plays almost totally differently (not to mention way better) than the game we started with. Hell, today's version compared with the one we were playing just last month...well, the difference is almost night and day. If we'd given out screenshots and information back then, it just wouldn't have been a fair representation of what we're working on today. The point is, before our game is announced, we want to make sure it's far enough along to give a rad first impression. Because, as you know, those are always the most important.

The best news is that the game is finally starting to take its final shape, so we can stop screwing around with it and just start polishing. That means in-depth gameplay details and screenshots aren't far away. And then I can really start talking about the good stuff.

Ryan Lockhart (rlockhart@sevenstudios.com), despite his poor attitude toward sports games, is actually looking damn forward to *Super Keen Fishing EX Plus*.



NATIONAL SECURITY

Splinter Cell gives a peek at the future

S*plinter Cell* co-producer Domatille Doat explains what makes the game so special and why it's a glimpse into the near future of military combat.

The *Splinter Cell* team cites realism as a big part of the motivation for the game. Just how realistic is it?
In researching the story line, our story writer met with NSA officials and the Clancy team helped us fine-tune the story. The concept of having an operative who acts secretly is realistic, considering the new face of terrorism. The NSA needs this kind of intervention—and even if they will never confirm it, a similar form of cell probably already exists.

What about the weapons and gadgets?
Sam has a classic 5.7mm pistol and a versatile SC-20K rifle, which is a modular assault weapon system presently being tested by Special Operations groups. It offers semi and fully automatic rates of fire. When equipped with an FCS (fire control system), the SC-20K becomes deadlier and more accurate at longer range. It can also be equipped with a launcher that fires conventional grenades, sticky shockers, and flares, or items like nonlethal rounds. or reconnaissance tools like laser cameras and other "special devices."

> **"Even if they will never confirm it, a similar form of cell probably already exists."**

Almost all of Sam's gadgets are based on actual prototypes being tested right now by different military organizations. The rest were created solely for gameplay purposes. Remember, *Splinter Cell* is set in a "day after tomorrow" timeline, so any prototypes being tested now will become tools of the trade in a few years. Only the sticky cam, distraction cam, and camera jammer are fictional devices invented by the development team.

What kind of input did Tom Clancy have on the project? And will Fisher appear in Clancy's last Jack Ryan book?
Tom Clancy is involved at every level of development. First, he must approve the concept. Then he checks in at regular intervals to see that the game is developing in a way that's consistent with his vision and brand. Finally, he sees the finished product and gives it the thumbs up.

What's unique about *Splinter Cell* is that, unlike the other Clancy games, the original concept didn't come from a book or movie, or even from Clancy himself. The development team created the concept and they presented it to him. He was so impressed that he took the ball and ran with it—embellishing the concept with Clancy-esque details that only he could provide.

DATA STREAM

PS2 Ghost Busting

From the makers of *Primal* comes *Ghost Hunter*, a game in which you (surprise!) hunt ghosts. It's being dubbed as "survival horror evolved" and should be ready by year's end.

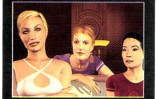
Primal Melodies

Speaking of *Primal*, look for the official game soundtrack this summer (not to be confused with the crap *Primal* battle themes album that's currently available). This one features over 105 minutes of fully orchestrated music.

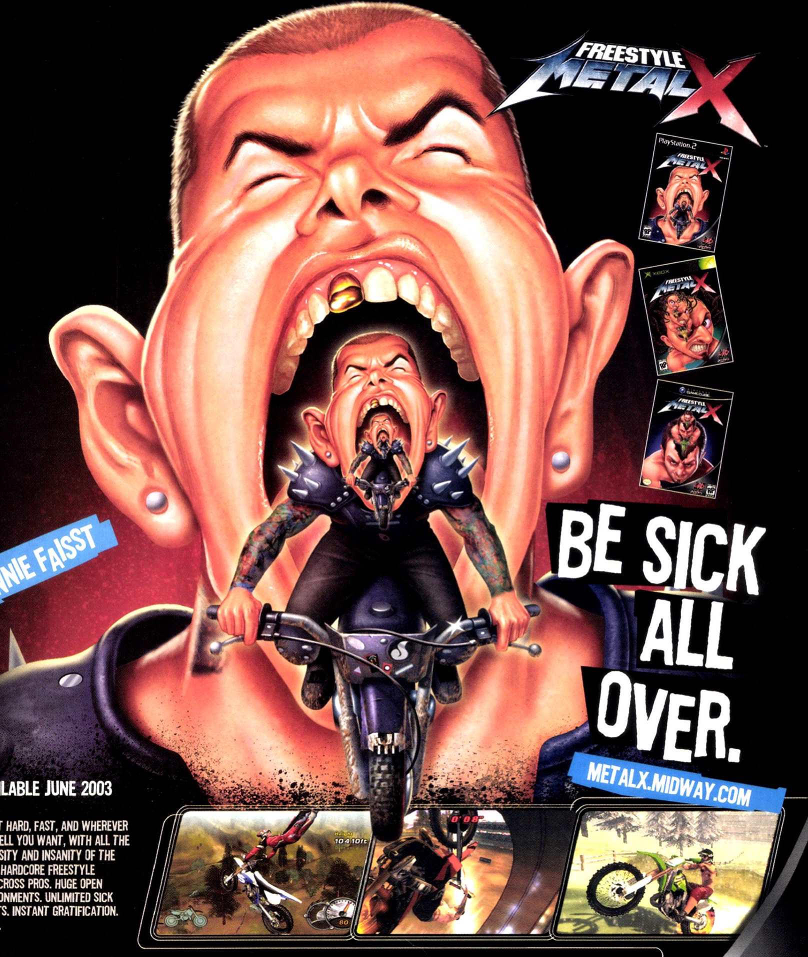
Cancelled Moto

Remember that PS2 *Jet Moto* game Clish spoke of last month? It's been canned. A shame, since it was to be a futuristic racer set on Mars, using designs from visionaries like Syd Mead (*Blade Runner*).

Virtual Angels



Here's your first peek at Drew Barrymore, Cameron Diaz, and Lucy Liu in Ubi Soft's upcoming *Charlie's Angels* action game. Look for it this summer, right around the time *Charlie's Angels: Full Throttle* hits theaters.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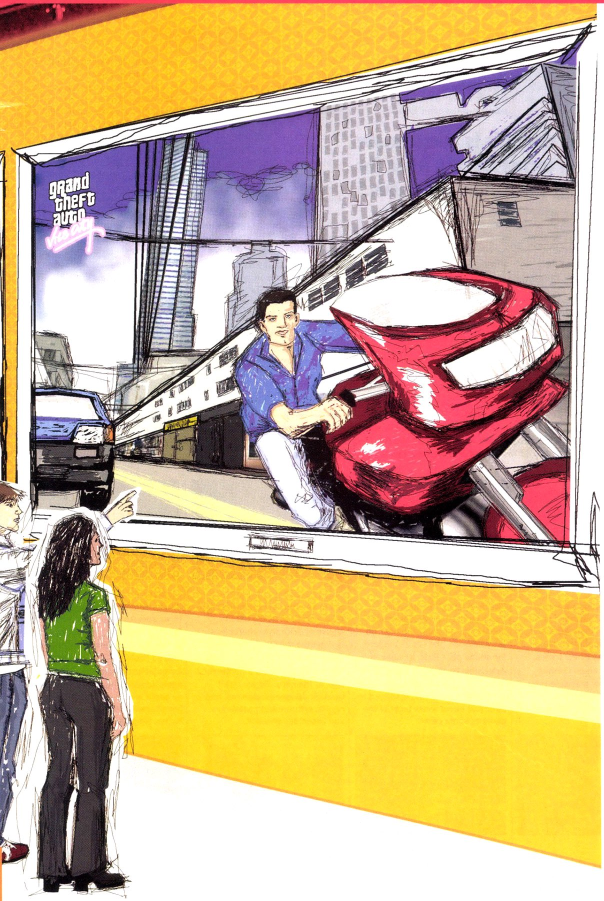
www.stanford.edu
The official site of Stanford University. Check out everything they have to offer an eager young mind like yours.

Story by David Kushner Illustrations by Jason Babler

VIDEO GAMES 101

DID YOU KNOW?

Videogames could well be at the center of education reform thanks to the way they develop cognitive abilities.



GAMING IS (FINALLY) BECOMING A LEGITIMATE MEDIUM

Back in the day, you got busted for playing videogames when you were supposed to be doing your homework. Now, videogames might *be* your homework. After years as the scourge of youth culture, the world of interactive entertainment has attained newfound academic legitimacy. While schools like Digipen and Full Sail have long taught geeks how to make games, several universities, including Stanford and Carnegie Mellon, are now teaching students how to study them.

* * *

These schools are offering course work that treats *Space Invaders* like Shakespeare. They're building curricula in which students are doing everything from examining the fundamentals of game design to studying gender and the politics of representation. And you thought *Final Fantasy X* was heady.

Why now? Dr. Henry Lowood, curator for history of science and technology collections at Stanford University, says school administrations are finally copping a clue to this $11 billion culture and industry. "There is a realization now that this is a legitimate medium," he says, "and as this recognition increases, the need for a [gaming] curriculum increases."

If gameology seems a long time coming, consider that many schools didn't offer degrees in radio, television, and film until the 1980s. Now, forward-thinking university professors are—sometimes contentiously—trying to assemble course work that satisfies not only their own intellectual curiosity, but also their administrators' concerns that a class about *Grand Theft Auto III* be more than just fun and games. "My experience is that it's difficult to maintain credibility," says Dr. Bob Appelman, clinical associate professor and coordinator of technology educations at Indiana University, Bloomington. "Especially when you're asking for funding."

Just ask Dr. Robert Nideffer, an assistant professor of studio art at the University of California, Irvine. When Nideffer first proposed a curriculum in game studies two years ago, the university responded like he had suggested a course on masturbation. "An academic program of study officially listed as focusing on gaming studies runs, I think, the strong risk of attracting people on the basis of prurient interest," the dean of the School of Social Sciences, William Schonfeld, wrote in response. "I do not think we should send forth messages of this type if we wish to be a research university of the highest level of distinction." Undeterred, Nideffer is still fighting to get his Interdisciplinary Gaming Studies program off the ground.

> **"There is a realization now that this is a legitimate medium, and as this recognition increases, the need for a [gaming] curriculum increases."**

Even games seem to be developing an academic bent. Take the recent spate of historically based titles for PS2, like *Conflict: Desert Storm* and *Medal of Honor: Frontline*. For developers, creating this type of interaction is thornier than making, say, a space shoot-em-up. Southern Methodist University, Indiana University, and other schools are exploring how such games can be used to teach their students.

But where there are games, there is controversy. Some scholars believe historically based games present revisionist versions of world events. In Sid Meier's *Colonization*, a game about the discovery of the Americas, there's no mention of slavery. In *Civilization*, there's a fictional German leader but no mention of Adolf Hitler. After the release of the first *Age of Empires* in 1997, South Korean officials took issue with the game's depiction of Japanese troops invading the country in the 1500s; they demanded the game be withdrawn. Rather than pull the title, Microsoft, *Empires*' publisher, agreed to localize the game for Korean release by removing the offending historical take.

Game makers argue that their titles are simply meant to entertain and, if anything, spur players to learn more about the situations they depict. Meier believes that giving players too much information (controversial or arcane) would distance them from total immersion. Thus, the historical data used to construct simulations seldom runs deeper than the contents of a kid's illustrated history book, such as the *American Heritage Book of the Civil War*—one of Meier's main sources.

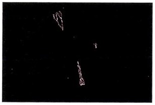
While game studies is anathema to many administrators at American universities, it's on a roll in Finland, England, and Australia (where Lara Croft is critiqued like the *Mona Lisa*). Dr. Manolya Kavakli, a senior lecturer in computer science at the School of Information Technology at Charles Sturt University in Bathurst, Australia, inaugurated the country's first computer-game study course back in 2000. It's now the most popular course, he says—and the university administration couldn't be happier.

"The credibility of computer games as a field of study is high as long as you mention the fact that...the income of the games industry exceeded the income of Hollywood," he says. Last year, for example, Americans spent more money (roughly $11 billion) on videogames than on movie tickets. "Just like everywhere," Kavakli says, "money talks."

Still, these are the *Pong* years for game education. Although several schools offer degrees in game programming and design, no school offers a degree in the study of games—like one you could get in English lit. But maybe it's only a matter of time before getting a B.A. in videogames is no longer considered B.S.

REQUIRED PLAYING

Making a list of the top 10 required games is an impossible task. To narrow things down, we've kept it focused on titles for home systems—PCs and consoles. Arcade games like *Pac-Man*, *Defender*, and *Asteroids* are extra credit—as are Nintendo classics like *Super Mario 64* and *The Legend of Zelda*. Hey, this is a PlayStation magazine.

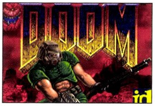


SPACEWAR

This vintage title (still available online) came out in 1961 when Steve "Slug" Russell and a group of fellow MIT students created it on the first minicomputer, the PDP-1. In this game, two players shoot each other's rocket ships while drifting around a black hole. The shooter was born.

CIVILIZATION II

Sid Meier is gaming's George Lucas, and his *Civilization* series is his *Star Wars*. In *Civilization II*, the series' best, players roam the world, nurture new tribes, and then battle against other groups. Just how meticulously realistic is it? Well, you even have to contend with religious fundamentalists.



DOOM

The guts, the gore, the glory. *Doom* defined the first-person-shooter genre, raised the bar on ultraviolence, and set a standard for online play. Plus, its open and extensible code made it a gold mine for hackers and would-be game developers who managed to alter just about every facet of the game at some point.

DIABLO I AND II

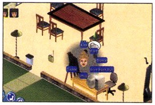
Set in an alternate medieval reality, the original *Diablo* pitted a choice of *D&D*-style characters against the minions of the devilish Diablo. In the more lavishly rendered sequel, Diablo inhabits the soul of the hero. Players troll through dungeons, caverns, and crypts, encountering monsters and assorted town folk.

STARCRAFT

It's the mid-25th century and three species of colonists—human Terrans, morphing mutant bug-like Zergs, and genetically engineered Protoss—are in a battle for galactic dominance. This savagely addictive interstellar strategy game is so popular that they have parades in its honor in Korea. No joke.

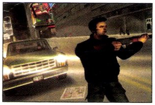
TONY HAWK'S PRO SKATER

If you had to pick one sports title to study, this is it—the first installation of the franchise that brought the best of offline sports into a quirky and hip virtual space. Even more than his actual skating career, this game elevated Mr. Hawk to a household name. Madden who?



THE SIMS

The best-selling computer game of all time (now on PS2), *The Sims* made a game about doing dishes fun. On one level, it's the ultimate simulation, challenging you to multitask work, relationships, and hygiene. But really, it's something much more subversive: the first realistic alternate world.



GRAND THEFT AUTO III

GTA3 tore down the walls of videogames by giving players the freedom to roam—down the back streets, along the shore, and, most notoriously, into the backseats with hookers. Best of all, it didn't lose sight of its missions, which left players running gigs for the boss man.

FINAL FANTASY VII

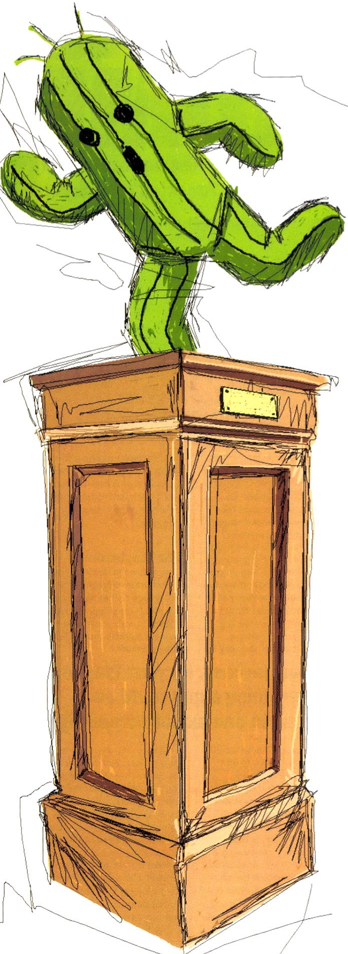
FFVII was a watershed for being the biggest and, many say, best RPG to hit PlayStation. The story follows Cloud Strife, a lone military man who joins a rebel group fighting against an evil multinational corporation. The bold, cinematic presentation eclipsed anything that came before it.

METAL GEAR SOLID

You can't talk about action-adventure games without name-checking *Metal Gear Solid* on PS1, the 1998 hit that cast players as the stealthy Solid Snake. The meticulously responsive environment still imparts serious chills, and it did things with the Dual Shock that had never been felt before.

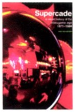
QUALITY AND QUANTITY

The Required Playing list proves that quality sells. Combined sales of the 10 games exceed 20 million copies.



REQUIRED READING

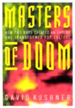
One sign of videogaming's burgeoning academic legitimacy is the slew of books on the subject now available. Erudite scholars of game art, culture, and industry had better unplug *The Getaway* and plug into the wild, woolly, and just plain weird stories behind the medium they know and love. Here's a summertime reading list:



Burnham, Van
Supercade: A Visual History of the Videogame Age 1971–1984
Games as art? Oh yeah. This splashy tome offers ruminations and lavish screenshots of classics, including *Space Invaders*, *Pac-Man*, and *Q*Bert*. A perfect coffee table book for our favorite industry.

PHOENIX
LEONARD HERMAN
SECOND EDITION

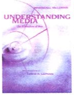
Herman, Leonard
Phoenix: The Rise & Fall of Videogames
The bible of every game geek, Herman's no-nonsense book chronicles a year-by-year history of the games industry from 1970–1996. It's a bit dry and slow going, but it's packed with details you won't find elsewhere.



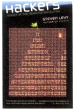
Kushner, David
Masters of Doom: How Two Guys Created an Empire and Transformed Pop Culture
Insert shameless plug here. My book, coming out in May, is the true story of John Carmack and John Romero, co-creators of the innovative first-person shooters *Doom* and *Quake*.

multiMEDIA

Packer, Randall and Jordan, Ken, eds.
Multimedia: From Wagner to Virtual Reality
This indispensable collection of erudite essays chronicles how scientists, artists, and other visionaries have been chipping away at alternate digital worlds since the 19th century.



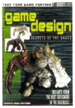
McLuhan, Marshall
Understanding Media: The Extensions of Man
McLuhan predicted the creation of the Internet and videogames back in the 1960s. Reading this classic, it's hard to imagine McLuhan without a PS2 by his TV. To wit: "A society without games is one sunk in the zombie trance of the automation."



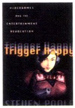
Levy, Steven
Hackers: Heroes of the Computer Revolution
Levy's classic, first published in 1984, is the essential history of the hackers and assorted kooks who spawned the games industry we know today. From the labs of MIT to the hot tubs of Northern California, this book has it all.

the ULTIMATE HISTORY of VIDEO GAMES

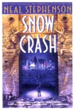
Kent, Steven L.
The Ultimate History of Video Games
Veteran games journalist Steven Kent tells the stories behind the games, covering their wild and woolly development at legendary companies like Atari and Apple. Full of quotes and anecdotes straight from the sources.



Salzman, Marc
Game Design: Secrets of the Sages
If you're looking to get the skinny on game design straight from the designers themselves, Salzman's book is a must-have. The author interviewed dozens of leading game designers, including Nintendo's Shigeru Miyamoto.



Poole, Steven
Trigger Happy: Videogames and the Entertainment Revolution
Poole's book takes a truly academic look at the medium of games, exploring both the psychology and the design principles behind games like *Tomb Raider* and *Quake*.



Stephenson, Neal
Snow Crash
The adventures of Hiro Protagonist, a pizza-delivering hacker who becomes a warrior in a computer-generated domain called the Metaverse. Now, as the book celebrates its 10th anniversary, games like *EverQuest* and *The Sims* are vying to bring such a place to life.

OVERHEARD "Wrestling is like Santa Claus and the tooth fairy. You want to believe as long as you can. But even when you find out, you still like Christmas." —Johnny Malice, UIWA wrestler

TRY THIS AT HOME

Jackass meets the squared circle in America's backyard

HOW TO SCORE CHICKS

It's the Camels that complete the package

The Backyard Wrestling league is populated entirely by the kind of hot, buff guys who always manage to pick up the chicks you're eyeing.

So your little brother took the last Pop-Tart and you want to smack him upside the head with the toaster. Go ahead—but get it on tape. You could have the start of a magical backyard-wrestling moment.

The phenomenon is mind-blowing: The leaders of the grassroots Backyard Wrestling "league" collect and sell videotapes made by willing wannabe wrestlers who'll do just about anything. We're talking rooftop piledrivers. Setting themselves on fire. Taking a tossed television (oh, the irony!) right in the scalp. They're recording it all and sending it to Rick Mahr and Houston Curtis—founders of Backyard Wrestling Inc. and international purveyors of fine backyard-wrestling videotapes—in an attempt to gain notoriety among fans of the league.

"It's part Jackass, it's part Playboy. It's everything a guy could ever want, all in one explosive package."

What's more mind-blowing is that people in 14 countries across five continents (and we thought only Americans had this kind of masochistic time on their hands) are buying these tapes. It's speedily become one of the greatest independent/specialty video-sales sensations of all time. It's making a couple of guys *a lot* of money. And it's only getting bigger. Which is why it's going to be a videogame.

The Ringleaders

Long ago, when reckless, No Fear T-shirt-wearing toughs were busting through kitchen tables made of barbed wire simply for the love of doing it, Mahr and Curtis figured out a simple concept for turning a profit.

"Back in the day, we were trading tapes, and it dawned on us—we put two and two together—that other people would love to see this outrageous, crazy, insane wrestling action," says Mahr. "All of a sudden, we're at the *Backyard Wrestling* videogame release party."

Great friends turned business partners, Mahr and Curtis understand what got their business moving along and know that it's well-repped on the PS2.

"What's great about the game is

that it really captures the madness of the video series and what's going on in backyards all across America," Curtis says. "And now, you can experience it all from the safety of your own home."

But newcomers to BYW—like us at *OPM*—need a jumping-off point.

"It's part *Jackass*, it's part *Playboy*," says Mahr. "It's everything a guy could ever want, all in one explosive package."

Apparently, every guy wants a chair across the face and a pneumatically enhanced girlfriend. Interesting. So, if you're "every guy," you'll love the surprises in store from this burgeoning franchise.

"We've got the videos, and we're running pay-for-views every month," says Curtis. "And now, the videogame. Next will be *Backyard Wrestling: The Movie*."

"CALL ME STUPID"

In my attempt to do what I do best—backyard wrestle—I went to L.A. for a little throwdown set up for us by Eidos, the game's publisher. Draped around this particular Pacific Palisades backyard was an audience that included many hot and... well, inflated girls (as the surrounding pictures indicate). In the ring, what I got wasn't a glass shard to the eyeball or a dollar bill stapled to the cheek. What I got was an octagonal nap, courtesy of a hard-swung stop sign—although, after getting laid out by a dude named Mad Man Pondo, I didn't know the difference between the cheek staple and the stop sign for at least a concussion-woozy five minutes.

Call me stupid.

It occurred to me a bit later...the thing about backyard wrestling is that it's staged to be bloodier and more destructive than the WWE, but it's *still* staged. When I was thrust forehead first into a stop sign, it was as set up as when Hulk Hogan slammed Andre the Giant. Before it happened, the stop-sign–toting madman said, "I'm going to throw you off the ropes and you have to look straight ahead. If you look up, you'll get cut. You look down, you'll get hurt. And don't use your hand to block it, or it won't make the right sound."

So, while there are highfliers really using their rooftops as turnbuckles and giving sharp knuckle sandwiches with barbed-wire-wrapped fists, once you've hit the BYW big-time, it's not much different than being in the WWE. Except that you're uglier. And the women are sluttier.

–Todd Zuniga

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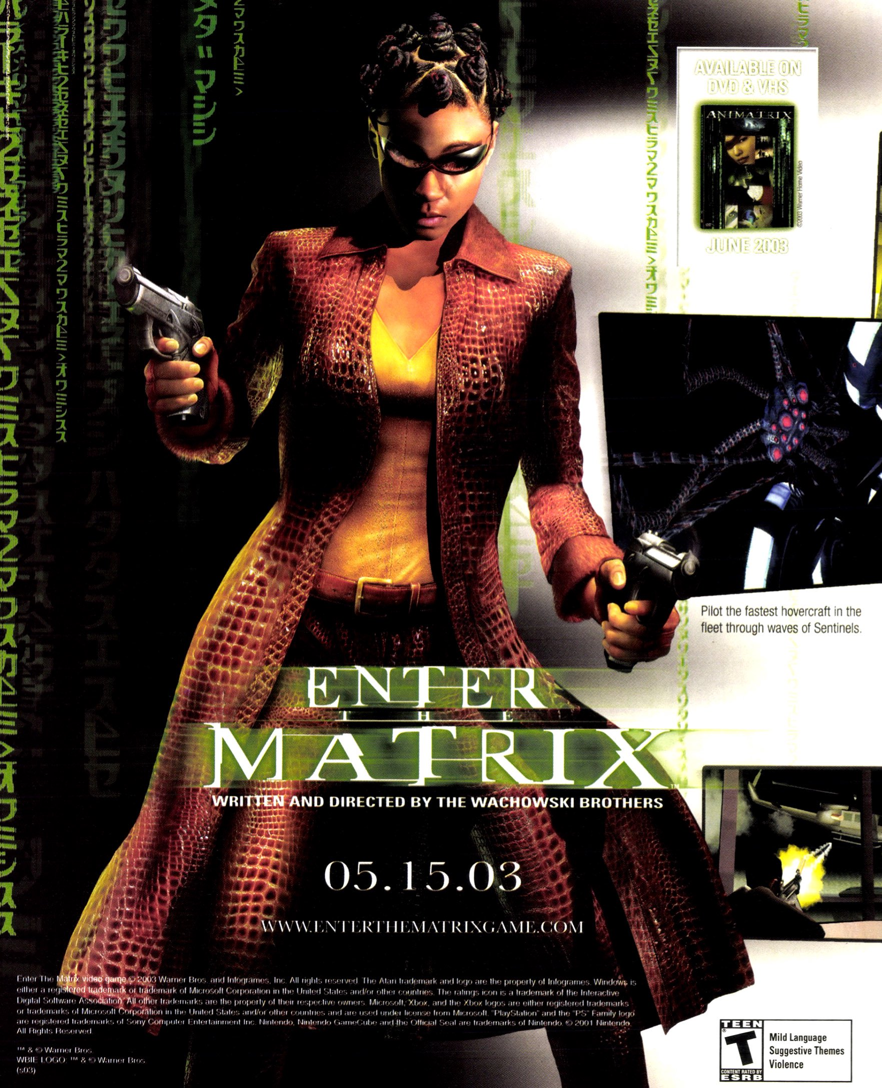

Pilot the fastest hovercraft in the fleet through waves of Sentinels.

ENTER THE MATRIX™

WRITTEN AND DIRECTED BY THE WACHOWSKI BROTHERS

05.15.03

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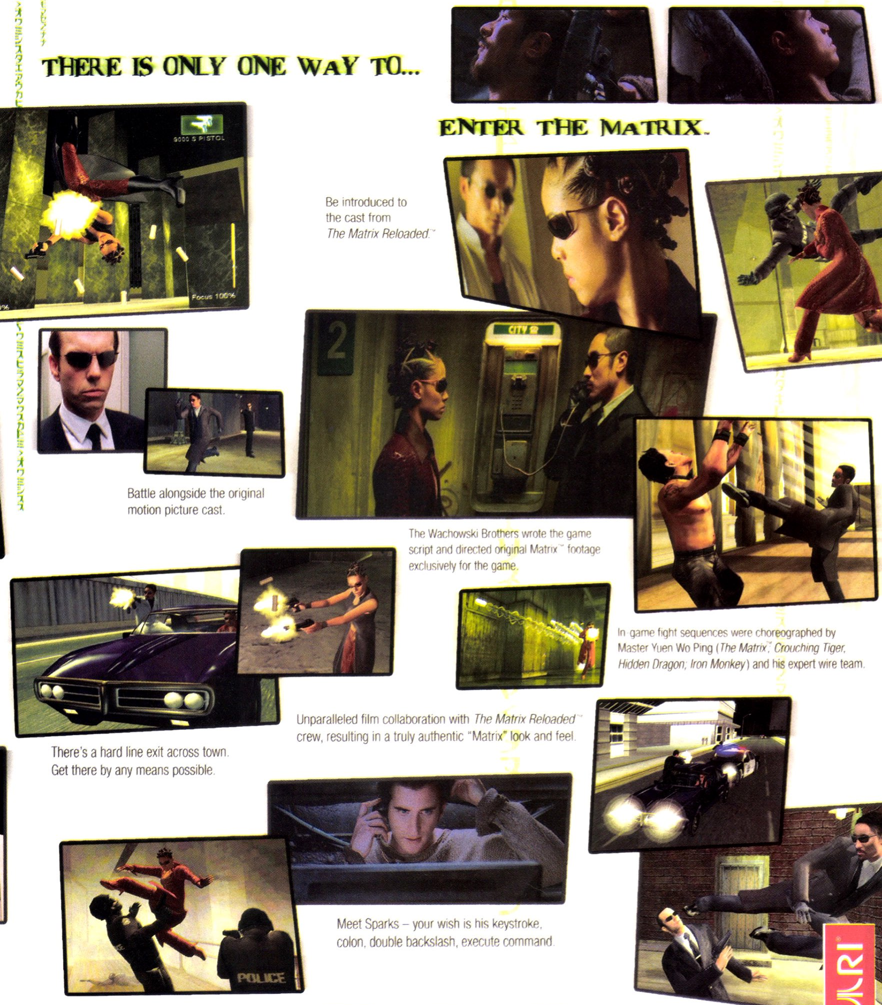
(s03)

TEEN
T
CONTENT RATED BY ESRB

Mild Language
Suggestive Themes
Violence



Be introduced to the cast from *The Matrix Reloaded*™

Battle alongside the original motion picture cast.

The Wachowski Brothers wrote the game script and directed original Matrix™ footage exclusively for the game.

In-game fight sequences were choreographed by Master Yuen Wo Ping (*The Matrix*,® *Crouching Tiger, Hidden Dragon*; *Iron Monkey*) and his expert wire team.

Unparalleled film collaboration with *The Matrix Reloaded*™ crew, resulting in a truly authentic "Matrix" look and feel.

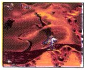
There's a hard line exit across town. Get there by any means possible.

Meet Sparks – your wish is his keystroke, colon, double backslash, execute command.

PlayStation®2 XBOX NINTENDO GAMECUBE PC CD-ROM SOFTWARE Shiny ENTERTAINMENT ATARI®

DID YOU KNOW?
Shiny Entertainment was derived from the REM song "Shiny Happy People." That, and the desire to create "highly polished" games.

LUMINARY



Having started developing games at the age of 14, Dave Perry has created more titles (80-plus now) than most people will likely *play* in their lifetime. Once paid $50 to code Sinclair ZX81 games a mere 1K in size, he's now producing *Enter the Matrix*, a $20 million PS2 title that eats up every bit of data on a DVD. And somewhere in between, he founded Shiny Entertainment in Laguna Beach, California. He's also been responsible for some of gaming's most memorable moments: *Aladdin*, *Terminator*, *Earthworm Jim*, *MDK*, and many more. Perry took time out from feverishly finishing up *Enter the Matrix* to chat with us about the game, the Wachowski brothers, and being a bit too tall.

You've been working with the Wachowski brothers on a friggin' *Matrix* game. Can you possibly top this?
I know, I know. It's been so cool. I can't see how I can top this, other than to make another *Matrix* game. That said, I think most people are just jealous that I got to meet Trinity!

After a period of mainly managing, you've taken a more hands-on approach for *Enter the Matrix*, serving as the lead designer. How did that feel?
It felt really good, but I still had to run the company. It's really tough wearing two hats—one minute I'm talking about controls, the next minute I'm talking about a new alarm system for the office.

***Earthworm Jim* was also made with what you dubbed Dynamic Design, where you came up with game elements as you went rather than having everything pre-scripted. That seems like the antithesis of how *Enter the Matrix* was put together. Are the days of Dynamic Design gone?**
Yes, I regrettably have to say so. I liked the concept of a living game that grows in the directions you're enjoying it most. That said, with hundreds of people working on this game, it would be impossible to just come to work each day to "see what happens." That said, cell phone guys can still do Dynamic Design.

If you weren't making games, what would you be doing?
My studies were leading me toward being a dentist. Thank *God* for videogames! I really wanted to be a pilot and fly Concorde, then one day I got to go in the cockpit of Concorde and I realized (being 6 feet, 8 inches tall) that my hopes were dashed, as I continually bumped my head into the switches on the cockpit ceiling. So I just made games instead and play Microsoft's *Flight Simulator* for fun.

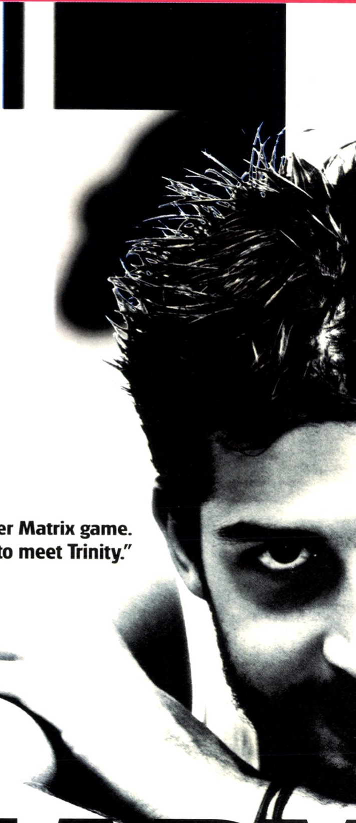
Of all your games, are there any you'd like to return to and remake?
Yep. I would have killed *Wild 9* and I would remake *R/C Stunt Copter* exactly the way we originally planned it before a temporary publisher (who will remain nameless) started designing it for us.

> **"I can't see how I can top this, other than to make another Matrix game. That said, I think most people are just jealous that I got to meet Trinity."**

Of all of your games, which has been the hardest to make?
Enter the Matrix has been, in terms of learning lots of new things. After 21 years of doing this, I'm amazed that a game like this can really rattle our cages. It's very inspiring to realize there is still so much more out there to be accomplished and learned.

***Earthworm Jim*: a big muscular body with a worm for a head. What was responsible for his popularity?**
Jim had funny moments. That's what made it appealing. It's quite amazing how few funny games there are.

You've spent all of this time creating new technology and building a relationship with the Wachowskis. Would you consider putting all of this to use in another *Matrix* game at some point?
Funny you should ask. I'm thinking about that right now.



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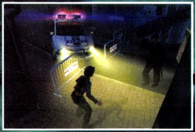
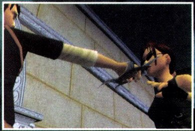


The gritty urban underbelly of Europe offers whole new environments.



Player/character Kurtis Trent brings his own distinct gameplay mechanics.

A bloody crime scene. A ritual killing. A shocking suspect. And so the daring pursuit of good becomes the desperate flight from evil. And if the dark forces arrayed against her believe she's incapable of the ultimate, they're about to learn a painful lesson: Payback's a bitch.

TEEN T CONTENT RATED BY ESRB
Blood
Violence

PC CD

core design

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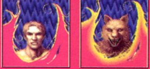
Talk about losing your head.



DO YOU REMEMBER...
Altered Beast's man-to-beast transformations? These will be rendered with CG in the PS2 game.

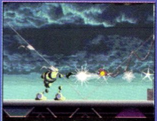
ALTERED STATES

Sega resurrects revered franchises with new installments on PS2

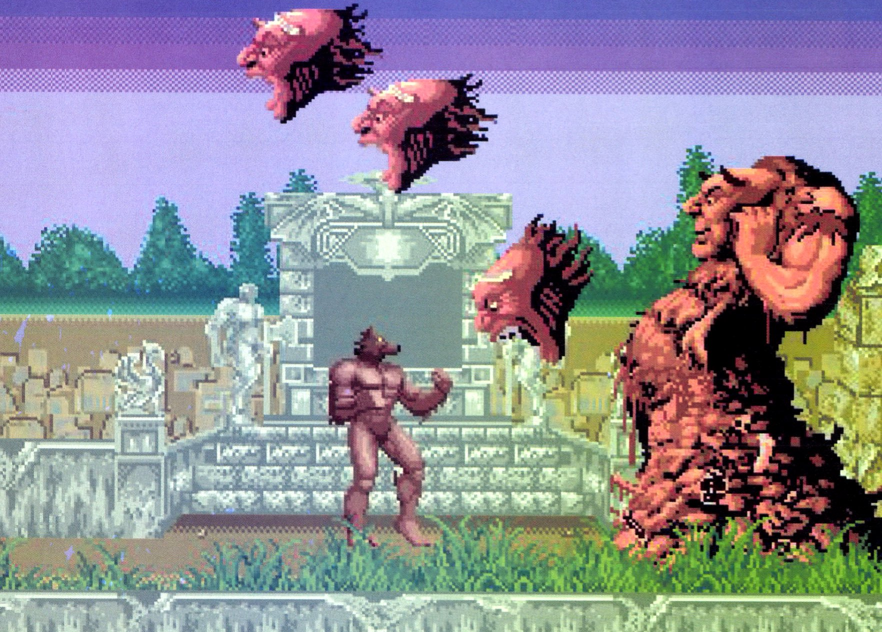
Rise from your grave! Anyone who remembers playing Sega's early '90s cult hit *Altered Beast* will likely also remember the classic line that started the game. Due to hardware constraints back then, it sounded more like "wise from your gwave"—but, whatever, it was cool at the time. And so was the game. Featuring a main character who would gradually bulk up by absorbing spirit orbs, ultimately morphing into creatures like a werewolf or a dragon, the game overflowed with fantasy. And it just begged for a sequel built with the technology of today.

Clearly paying attention to the success of last year's *Shinobi*, Sega is working on a new *Altered Beast* for PS2. As with *Shinobi*, the new game is more than a remake—it's an entirely new chapter, for an entirely new generation of gamers. It's also a lot darker, playing more along the lines of a survival horror game. Not surprising, considering the developer is WOW Entertainment, the Sega outfit responsible for the *House of the Dead* series.

Altered Beast isn't the only game receiving new life on the PS2. Sega has also revealed it's working on a new *Vectorman*. In this update, you once again control the walking arsenal Vectorman, but instead of the 2D side-scrolling levels of before, you're thrust into the world of a 3rd-person shooter. It's clearly going to be good year for Sega fans.



Vectorman (Sega Genesis)



SQUARE ENIX™

IT'S OFFICIAL Check out the spiffy new Square Enix logo.

KINGDOM COMING

Square reveals bigger plans with Disney

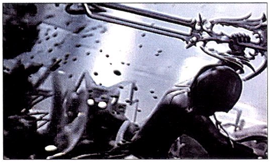
It was a gamble, to be sure—but it definitely paid off in the end. Square and Disney combining forces on *Kingdom Hearts* could very well have backfired, had it not lived up to expectations of either party's hardcore fans. But the game was both a critical and commercial success (worldwide shipments have exceeded 3 million units), ensuring that a sequel would happen eventually.

But Square has bigger plans than just a follow-up to *Kingdom Hearts*. Much bigger. Speaking in Japan recently, Square Enix president Youichi Wada stated that he intends to make *Kingdom Hearts* one of the three pillars of the company, joining the ranks of *Final Fantasy* and *Dragon Warrior*. Which essentially means we can expect more than just one *Kingdom Hearts* sequel in the coming years.

It's no surprise that work on *Kingdom Hearts 2* is well under way (and has been for quite a while), and that preliminary planning for part 3 has supposedly begun.

Kingdom Hearts 2 already appears to be a much, much darker affair, judging from the secret teaser trailer included on *Kingdom Hearts Final Mix* (an enhanced version of the U.S. release of *Kingdom Hearts*, out in Japan). Some scenes look straight out of *The Matrix*, with dark settings and sweeping camera movements. One shows a character (possibly Riku) with two keyblades fighting masses of a new breed of Heartless, currently dubbed Neo Shadows. Another sequence shows a mysterious boy running up a building while simultaneously slicing Neo Shadows; he then dramatically hands off a keyblade to a currently unknown character. It all ends with a big bang: King Mickey jumps onto the screen, decked out in full armor.

Unfortunately, we're not likely to get our hands on *Kingdom Hearts 2* until fall 2004, but we expect Square to start revealing details on the game later this year. One thing's for sure: The *Kingdom Hearts* saga is only just beginning.



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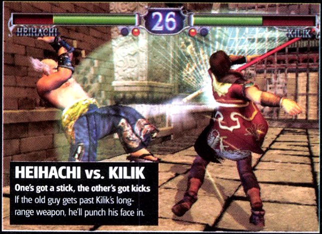
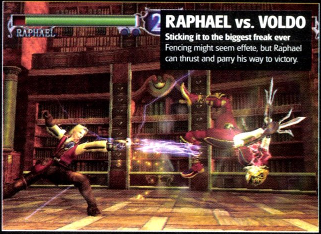
OUR DREAM CHARACTER
If we could have any secret character in *SC2*, it'd be Ico. He could use his stick just like Kilik.



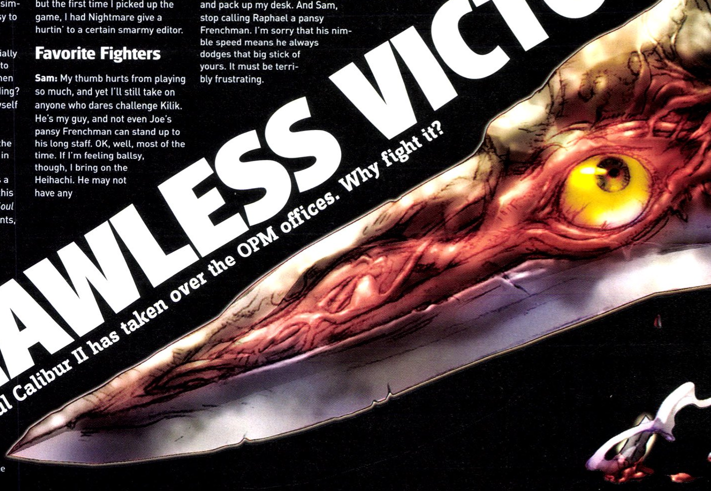
HEIHACHI vs. KILIK
One's got a stick, the other's got kicks
If the old guy gets past Kilik's long-range weapon, he'll punch his face in.



RAPHAEL vs. VOLDO
Sticking it to the biggest freak ever
Fencing might seem effete, but Raphael can thrust and parry his way to victory.

FLAWLESS VICTORY

Soul Calibur II has taken over the OPM offices. Why fight it?



It's hard to convey just how excited we are about *Soul Calibur II*. We'll put it this way: The entire *OPM* staff has been playing the Japanese version practically nonstop since it arrived in the office. In fact, were it not for the designated play sessions that were ultimately established, you probably wouldn't be reading this issue right now. (You think we're kidding? We're not!)

Why We Love It

Joe: I'm starting to think we need to lock this game up. I keep promising myself that I'm not going to play it, but then I walk by Sam's cube just as someone's finishing a game and, well, it's a simple matter of common courtesy to step in to take on the winner.

John: The game has now officially been moved from Sam's cube to my office so we can control when people play. Oh, who am I kidding? It's in here so I can indulge myself when no one's watching.

Todd: I'm just so, so proud of the non-competitive RPG-gamers in the office finally realizing that games are for two-players! As a sports-gaming addict, I think this game is brilliant. Sports and *Soul Calibur* are all about adjustments, so the game can't get old.

Chris: The game just feels so right that I actually feel like I can do something in it—not just button-mash like I usually do whenever I'm forced to play a fighting game. I can hold my own and even win on a semi-regular basis.

Gary: I usually can't get into fighting games at all, but this one's different. I love it. Why? Because it works. Beginners like me can string together moves and hold their own (if they pick the right characters) against fighting gurus like Sam and John.

Bob (senior art director): The thing I love about it is the fact that you don't have to memorize 15-hit combos to kick someone's butt. I don't want to embarrass anyone, but the first time I picked up the game, I had Nightmare give a hurtin' to a certain smarmy editor.

Favorite Fighters

Sam: My thumb hurts from playing so much, and yet I'll still take on anyone who dares challenge Kilik. He's my guy, and not even Joe's pansy Frenchman can stand up to his long staff. OK, well, most of the time. If I'm feeling ballsy, though, I bring on the Heihachi. He may not have any weapons, but get him in close and he can just pound away.

John: A good Heihachi player should be feared. To work, he has to get within the reach of his opponent; then, he's *so* tough to block. It's devastating...but incredibly difficult to pull off. Personally, I can't get into his rhythm at all. I'm not good with the big guys, either. Bob and Todd play with Nightmare, and you only need to know a few moves. You basically spend all your time hulking that gigantic demon chopper around. Mitsurugi's my man. I'll take anyone on...

Joe: ...and LOSE. Aw, crap, I'm fired, aren't I? I'll just go ahead and pack up my desk. And Sam, stop calling Raphael a pansy Frenchman. I'm sorry that his nimble speed means he always dodges that big stick of yours. It must be terribly frustrating.

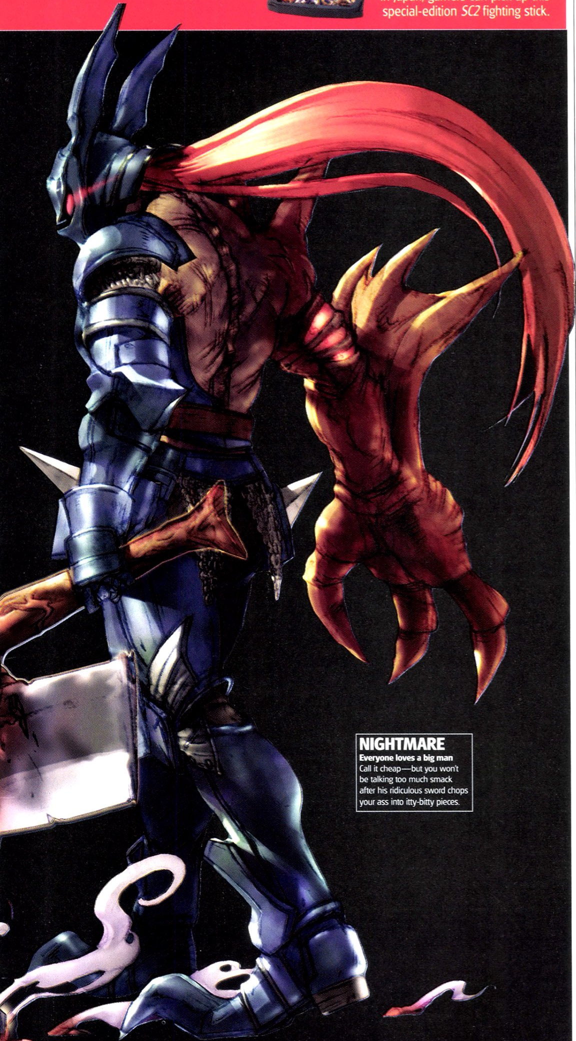
Bob: Oh boy, here we go again! It seems after each time I beat John using Nightmare, I have to listen to how he's a cheap character and you only need to know a couple of moves. Nightmare does pack quite a wallop, but you need to show restraint when using him. I can't sit there and mash buttons to see results.

John: But that's what you do.

Bob: I have to time each move perfectly. If I miss a strike, it takes forever for his slow ass to get regrouped. By then, some of the faster characters skewer me like a hog.

Gary: Speaking of button-mashing and quick characters, Talim's my girl. She's fast and easy—my dream date. I love to hop around and then get in close, stringing together a flurry of flashy maneuvers that are tough to dodge. I also dig Voldo. I'm not very good with him, but his creep-out factor is off the charts.

TAKING CONTROL
In Japan, gamers can pick up this special-edition *SC2* fighting stick.



NIGHTMARE
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Hobbico's R/C MicroSizers line recently expanded with an *Auto Modellista* license. They control better than the game does.

POSERS

This year's hottest game toys

DANGEROUS CURVES
McFarlane captures Ivy's dimensions
Soul Calibur II's sultry bitch looks just as intimidating in action-figure form.

Gamers may not have a lot of toys to buy based on this year's favorite titles, but they sure do have some sweet ones to look forward to. Here's a quick rundown of everything due out soon.

SOUL CALIBUR II If you've checked out this month's demo DVD, you know that McFarlane Toys looks to score a "Perfect" with its Ivy (left), Voldo (1), Necrid (2), Nightmare (3), and Asteroth figures this July (see more at www.spawn.com).

TEKKEN 4 Epoch's renditions of Yoshimitsu (4), King, Kazuya, Steve, Lee, Jin, Bryan, and Haowrang each stand 12 inches tall.

TONY HAWK While not necessarily "game" toys, Art Asylum's Hawk line probably wouldn't exist without *Pro Skater*. Buy Tony in 12-inch, 6-inch (5), or megacute Minimate varieties.

FINAL FANTASY X-2 Another *Final Fantasy*, another batch of 12-inch figures from Koto. Look for Yuna (6) and her scantily clad gal pals this fall.

DEVIL MAY CRY Buy Toycom's 6-inch Dante (7), Trish, and Marionette figures, or its Dante resin statue—if for no other reason than to help wipe bad memories of *Devil May Cry 2* from your mind.

1

2

3

4

5

6

7

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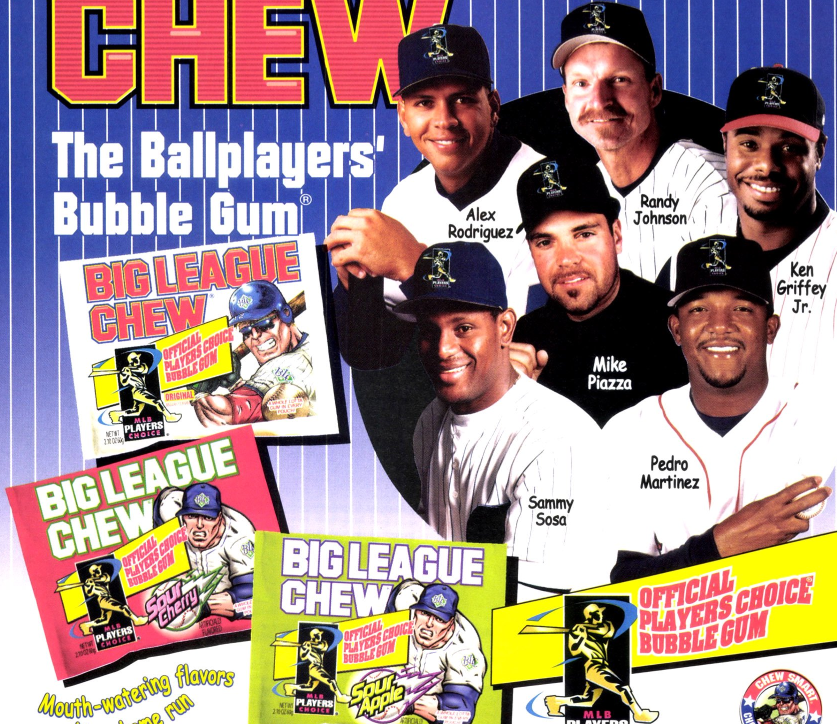
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Hungry like the Lupin.

GOT A TASTE FOR ANIME GAMES?
Then check out two others from Bandai, both with shows on Cartoon Network: *InuYasha* on PS1 and *.hack* on PS2.

LOOPY LUPIN

One of Japan's biggest anime stars will soon leap onto a PS2 near you

Suave. Debonair. A cunning thief, master of disguise, international spy, mercenary, prankster, warm-hearted friend, cold-blooded killer. And a real ladies' man.

We can only be talking about Lupin the 3rd.

A legend since his Japanese debut in 1967, Lupin is finally infiltrating our shores, thanks to his recent addition to Cartoon Network's Adult Swim lineup, a DVD series from Pioneer Entertainment, and a reprinting of the original Lupin manga (translated, natch), courtesy of Tokyopop.

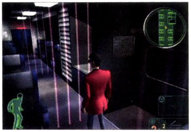
As you'd expect, a PS2 game (to be published by Bandai) is soon to follow. Already out in Japan, the game was eagerly snapped up by hardcore Lupin fans. And why not? From what we've played of the import version, *Lupin the 3rd* is a lighthearted, stylish mix of *Metal Gear* sneak-em-up action with wacky, noggin-busting puzzles. In true Lupin fashion, disguises play a major role; our hero slips into and out of different roles in order to slip past guards, skulk around, and uncover various clues that help him nab the big treasures.

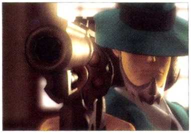
What's more, you can control two of Lupin's beloved sidekicks: sublimely skilled swordsman Goemon and master marksman Jigen. Other Lupin favorites show up, too—including Lupin's arch-nemesis, Inspector Zenigata.

Fans of the anime will be glad to hear that the game features a few exclusive movie clips with voice-overs by the actors from the TV show. In fact, the game is based around the Lupin of the anime series rather than the much darker original manga. The violence in the game is muted and cartoony instead of explicit and deadly, like you'd see in the Tokyopop books.

Look for Lupin the 3rd to steal his way onto a PS2 near you sometime this fall.

DID YOU KNOW?
Lupin creator Monkey Punch was inspired by the French novels of Maurice Leblanc.





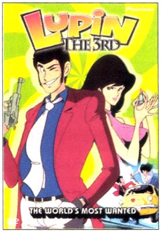
MOST WANTED

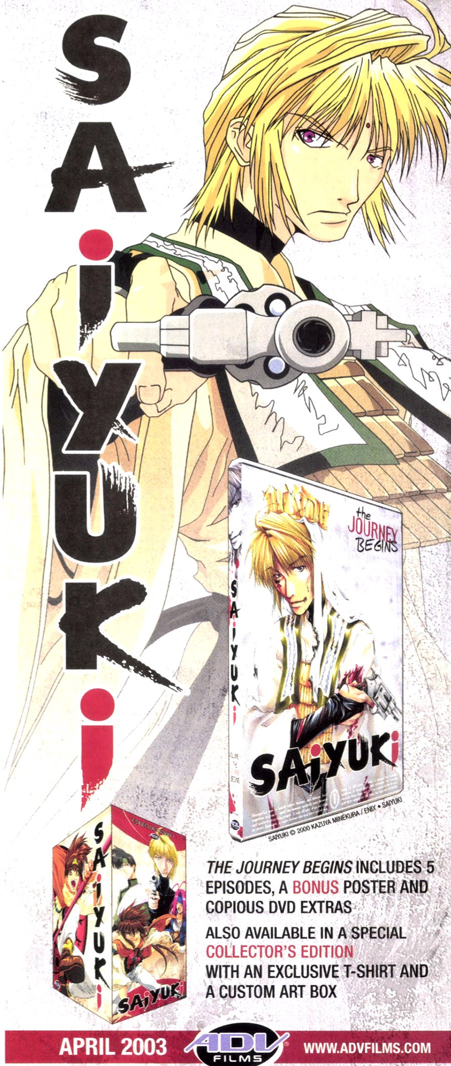
Getting to know Lupin the 3rd

Curious about Lupin the 3rd but don't know where to start? Here's what we recommend for Lupin newbies:

If you wanna get to know Lupin's earlier, darker side, then pick up Tokyopop's serialized manga. Just be warned: They're definitely intended for mature audiences, thanks to the abundance of sexy violence along with violent sex. In his younger days, Lupin was an amoral, womanizing antihero. He was also quite funny, due to his wry wit and bumbling tendencies that helped round out his harder edges. The distinctive art style is unlike most manga you'll see today—it's almost European in feel, with a bit of Sergio Aragones tossed in. It takes a few chapters to really warm up to Lupin, but by the second volume, we're betting you'll be hooked. Find out more at www.tokyopop.com.

The TV series, on the other hand, is a much different story. It's as if they applied a Scooby-Doo filter to Lupin and his pals. It's still solid, often amusing, and well worth watching—but we prefer the edginess of the original manga story lines. For info on the DVD releases, check out www.pioneer-ent.com. Or for TV listings, check out www.adultswim.com.





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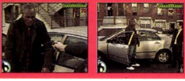


SIGHTINGS: GTA CHAPPELLE?

On a recent episode of his show, Dave Chappelle came up with his own *Grand Theft Auto.*

SmackDown! This Fall

THQ is working on the next PS2 *SmackDown!* game for release this fall. Expect lots of new wrestlers this year.

THE WATCHDOG

PERCEPTION VS. REALITY

St. Louis county has an interesting perspective on the First Amendment: Sure, it's *nice*, but videogames are simply too dangerous to be protected by it.

That's the gist of the argument Associate County Counsel Michael Shuman of St. Louis made in March, in front of judges hearing an appeal in favor of a St. Louis ordinance regulating the types of videogames retailers can sell. In his argument, Shuman cited a study by Craig Anderson, chairman of the Department of Psychology at Iowa State University, who has linked violence in games with real-life behavior.

Shuman was asked whether Anderson's conclusions were theoretical. "The government shouldn't have to wait to develop a record of harm," he said "While the First Amendment is important, the county can't wait for scientists to provide evidence." Translation: If the government *thinks* speech is harmful, it should be able to curtail it.

Think about what that means for a moment. It means that the government of St. Louis county is saying that its *perception* of potential danger supercedes your freedom to read or play as you choose. In its way, this is a revolutionary way of interpreting the Constitution; typically speaking, it's understood that speech is untrammeled by governmental intervention.

I asked Deanne Maynard, who is representing the Interactive Digital Software Association (IDSA) in the case, if St. Louis had gotten things reversed. "There must be evidence of material harm," she told me. "[Shuman] basically conceded that they have no proof. If the government is going to start separating out speech based on content, you have to have compelling evidence that there needs to be a reason to do it."

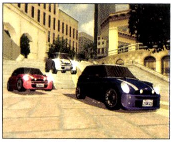
The catch here (and there's always a catch) is that currently in St. Louis, videogames are not, according to the court, under the protection of the First Amendment, thanks to a 2002 ruling from Judge Stephen N. Limbaugh, who deemed the medium void of protection after watching a prosecution-prepared tape of violent scenes from *Mortal Kombat* and *Resident Evil* (Limbaugh couldn't even manage to name the games correctly in his ruling). For the appeal, the IDSA has submitted less salacious material into evidence, including scripts for games like *Syphon Filter 2*. "The scripts read like novels and are fully capable of showing the amount of speech and story line that exists in today's videogames," said Maynard.

A ruling should be out later this year. Hopefully it'll say that videogames are, in fact, protected by the First Amendment. And that the First Amendment itself is protected from local governments who think their *perception* is more important than your freedom.

Send John Scalzi your thoughts at john@scalzi.com

MARKETING JOB

Italian Job director chats about the new movie and game



This month, the new *Italian Job* movie starring Mark Wahlberg, Ed Norton, and Charlize Theron hits theaters. This summer, Eidos will deliver its PS2 game based on the movie. *OPM* took a moment to sit down with *Italian Job* director F. Gary Gray (*The Negotiator*, *Friday*) to chat about his work on the film and to get his thoughts on the upcoming game.

So, is your movie a remake?

Not at all. It's an homage to the original. The only similarities are the Minis, the gold heist, and the traffic jam. We wanted to leave the original intact. It's a classic.

Have you played the new PS2 game?

I have; I think it's great. I love car games, and I think they did a great job with it. What was amazing to me was how they took what we did in the movie and replicated it in such a short time. The game definitely embodies the spirit of the movie. I played the original PS1 game, too, and fans of that will also be impressed with this.

Directors have said games inspire the way they film certain sequences. Have games done that for you?

You know what, they have. When you're playing these games, you have access to different worlds, visually, than if you were just dreaming it up off the top of your head. Especially with car games, you get to see how dynamic a sequence can work by playing. I play a lot of games and say, "Wow, this would look great on film!"

What do you usually play?

I like *Gran Turismo*. I'm a sports guy—I like *NBA Live* and I *love Madden*. And of course, *Vice City*. When I'm not busy working, I'll invite 10 guys to the house and have huge *Madden* tournaments.

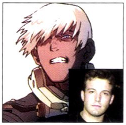
Think you'll ever work on a game?

As a matter of fact, I'm writing a script that has a videogame idea that goes along with it.

DREAM CAST

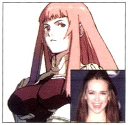
The original *Zone of the Enders* may have had a gimpy story (what was up with that ending?), but the sequel boasts a far better narrative—one that clearly received much more attention from the development team. It's the perfect videogame movie just waiting to be made. But who would star in the film? The answers lie below.

Got any ideas for a Dream Cast of your own for another game? Send them to us at opm@ziffdavis.com with the subject DREAM CAST.



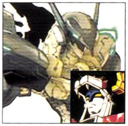
Dingo: Ben Affleck

Though he'd require a tan, Affleck is the perfect Dingo. He's got the square jaw and his acting stinks—just like Dingo in the game!



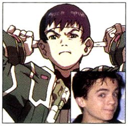
Ken: Jennifer Love Hewitt

Jen's got the long neck and flowing hair. Plus, who better to fill a suit requiring breasts to be squeezed between metal clamps?



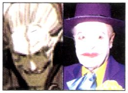
Jehuty: Voltron

This one's a no-brainer, though the difficult part might be tracking down all five separate Lion ships that make up Voltron.



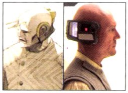
Leo: Frankie Muniz

He may have gotten a little older, but Leo is still an annoying brat just begging to be punched in the face. Just like Frankie Muniz.



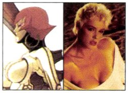
Nohman: Bob Hope

A picture's worth a thousand words—and this one all but proves the adage. Bob Hope can be a creepy man if he wants to be.



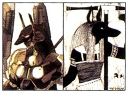
Lloyd: Lobot

The spokes on Lloyd's noggin may scream "Pinhead" from *Hellraiser*, but Lobot from *Empire Strikes Back* comes cheaper these days.



Viola: Brigitte Nielsen

Nielsen is the ultimate sultry bitch. Plus, she'd be fab for the Euro market, where her latest dance track is tearing up the charts!



Anubis: Anubis

Though it might be hard to sign up the Egyptian guardian of the dead *ZOE*'s mech is based on, we're confident it can be done.

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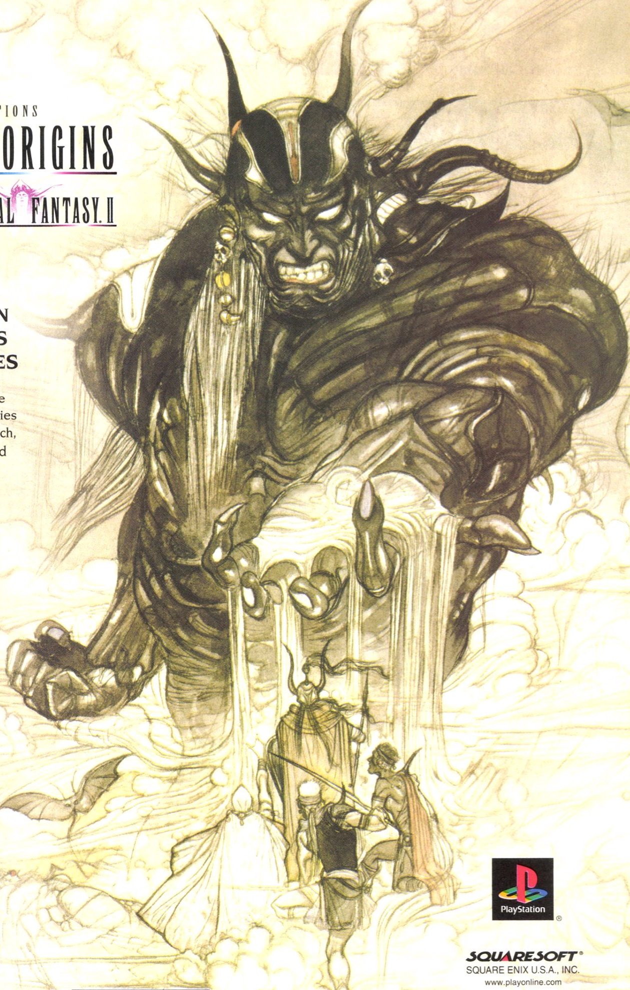

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ONLY IN JAPAN

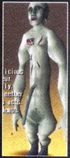
BOBOBO GAGGLEFEST

We're in love with a superhero. His name is Bobobobo Bobobo. He's big, strong, and stylish (check out that blonde 'fro and the snazzy sunglasses) and fights for all that's good and right in the world. With his nose hair. Taken from a spoof Japanese comic, Bobobobo Bobobo (hereafter Bobobo) is a man in the year 300X fighting the evil bald Emperor Tull Tullina the Fourth's head-shaving hair-hunter squadrons. He's no ordinary man, of course, thanks to his complete mastery of the Nostril Hair Ultra First martial arts technique. Boot Bobobo's game up, and it assaults you with weirdness. From the wild full-on intro theme to the madcap enemies and quick transition cuts, this game is utterly crazy. Most of it is based around the Gaggle Gauge (hence the name). Flicking Bobobo's nostril hair in time with the beat of the music to vanquish baddies slowly fills up the gauge, resulting in more and more random insanity. Hudson, developer of the game, sums it up best: "The joy of whipping nostril hairs through the air provides an entirely new sensation in the action-game genre!" Throw in flamboyant visuals and a rockin' soundtrack of full-length J-Pop-like songs with nonsensical lyrics, and you've got a game good enough to have you "clutching your gut."

It's enough to make you wish someone brought the whole Bobobo franchise over from Japan. Can you imagine the craze this might spark? Look, it's not much to ask. If *Pokémon* could make it big here, if *Dragon Ball Z* could make it big here, if *Yu-Gi*-freaking-*Oh* could make it big here...surely you can all find room in your hearts for *Bobobo*. Well, we sure as heck have.

OTHER HAIRY ATTACKS

As if a guy who uses his nose hair wasn't enough—check out a few even weirder attacks. OK, maybe not weirder...



Stretch Panic: Grab big breasts. Pull big breasts. Let go and watch big breasts slap enemy in face.

Boogerman: Perfect for 13-year-olds, given how adept they are with flatulence, spitballs, and flicking boogers.

Shadow Hearts: There is a very naughty monster in *Shadow Hearts*. Very naughty. This monster...he attacks people with his penis. Bad monster. Very bad.

GO FISH!

Space Fishermen comes to America...

...On our demo disc, at least. In an unprecedented move, Sony has placed one of its obscure Japanese games, *Space Fishermen* (Only in Japan, Issue #61) on this month's DVD. Why? To give U.S. gamers a chance to play this absolutely bizarre—yet extremely fun—game that they'd normally never get to play. The likelihood of *Space Fishermen* ever being released here is extremely slim, so make sure you sink your line a few times while you can. The entire game's essentially on there, though you're given a 15-minute limit (they couldn't give you the *whole* thing for free, after all).

JAPAN UPDATE

When we started our Only in Japan column way back in Issue #49, we never thought *any* of the featured games would ever make it to our shores. Funny thing is, a few have been picked up by local publishers, while others are being considered. We've even been told that the folks at Eidos regularly scout this column for ideas for their Fresh Games label. With that in mind, here's a roundup of column favorites, along with their current status. Who knows? Maybe we'll be seeing more of these wacky titles here someday soon.

	The Game	What Is It?	Coming to the U.S.?	Why?
	Ka Sony CEI	As a mosquito, you get to buzz around and take bites out of the harried Yamada family.	Indeed. *Mister Mosquito* was one of the first titles under Eidos' Fresh Games label.	Who wouldn't want to sneak up on a beautiful bathing daughter and nibble at her breast?
	Yamanote Line Train Simulator Sony CEI	The name says it all. It's a...train simulator. Whee!	Nope.	Train simulators are a big deal in Japan, but not here. Because we like *fun* games.
	Bravo Symphony Sony CEI	An orchestra-conducting game, complete with a goofy onscreen maestro.	Yep. It was picked up by Eidos' Fresh Games label and retitled *Mad Maestro!*	Music games have a small but devoted following. This one offers a fresh take on the genre.
	Roommania #203 Sega/Wave Master	Mess with the life of Neji Taihei by rearranging his furniture and bleaching his hair.	Doubtful—especially since it's a port of a dated-looking Dreamcast game.	How would you market a game that forces you to spend half your time in an empty apartment?
	Aku Daikan Global A	Still smarting about that tax return? Try being the evil, oppressive taxman instead!	No way! But laying traps to thwart the peasants sounds like a pretty good time to us.	An evil medieval taxman just isn't the kind of antihero that plays well here in America.
	My Summer 2 Sony CEI	Spend the summer at your auntie's house by the sea, where you can fish, bike, and hike.	Not a chance.	Sunbathing: a fine (if dangerous) activity in real life, but kinda dull in a videogame.
	Combat Queen Taito	A basic shooter featuring gratuitous FMV scenes of scantily clad Japanese females.	No.	Here in the States, we like our porno good and hardcore. No need for this silly shooter stuff.
	Lowrider PCCWJ	You know those ridiculous bouncing cars? Now you can create one with your PS2.	Yep. Jaleco is bringing it here this fall.	Truth be told, we're not sure.
	Taiko no Tatsujin Namco	Bang on a plastic taiko drum with a meaty plastic stick in time to the music.	We wish! We've got an import copy, and we LOVE it. It's the funnest music game ever.	Why not! Someone, please, bring *Master of the Drum* (the translated name) to the States!
	Love Mahjong 3D Ages	Mahjong definitely isn't the focus of this game. Stripping is. Creepy.	Well, mahjong is about as popular with U.S. gamers as a needle in the eye. So, no.	What? We just told you why. Get over it, you mahjong-loving freaks!
	I Am Small Victor Interactive	Play as a tiny workaholic alien forced to do house chores and fight evil gremlins.	As likely as seeing a sequel to *My Giant*. (He's big, he's little—hilarity ensues!)	Little alien helpers are cool and all, but being forced to take out the trash in a game isn't.
	Love Hina Gorgeous Konami	Young Keitaro bumbles through college in a boobie-grabbing comedy of errors.	Possibly—but probably not. The anime is quite popular, but the game concept, well...	...all those lewd situations and suggestive positions in the game make it a hard sell.

HOT IN JAPAN Sony has released a new PS2 model that supports DVD-Rs and progressive-scan DVD playback. It's also 30 percent quieter. Let's hope it comes here soon!

Clish MacLaver's

GOSSIP GOSSIP

All the muck that's fit to rake

Last month, I told you *Ratchet & Clank 2* was coming, and whaddya know? This month, we have first screens and info on the game, direct from the boys at Insomniac. Do I rock or what? By the time you read this, I'll be at E3 digging up even more juicy stuff for you.

HALO KILLER?

The game from SCEE that folks have been talking about online, which has been referred to as *Kin*, is actually going to be called *Kill Zone*. Personally, I thought *Kin* sounded much cooler. The game is being developed by a team called Lost Boys Games in Amsterdam. Those of you with long memories and who have been around as long as I have will remember that Dutch coders are totally badass, as a rule. Anyone remember the crazy shiznit that used to come out of Holland on the Amiga? No? You don't? Believe me, it rocked.

RAYMAN 4

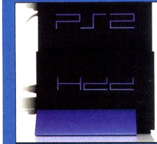
Hopefully, the *Rayman* franchise will follow the "every other game is awesome" rule, and number four will prove superior to number three.

SECOND SIGHT

Free Radical, the guys who developed the *TimeSplitters* games for Eidos, are currently hard at work on a survival-horror-style game for Activision called *Second Sight*. Not many details yet, but in a break from form, this game is a third-person action title.

MORTAL KOMBAT WILL RETURN, AGAIN

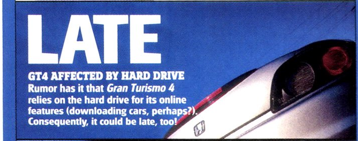
Deadly Alliance could well have been the final chapter, but thanks to zillions of you buying copies, *Mortal Kombat* is here to stay. The next game, which if called *Mortal Kombat: Deadly Alliance 2* would be extremely confusing (because it would be something like *Mortal Kombat 7: Deadly Alliance 2*. A name even more ridiculous than *Rambo 2: First Blood Part 3*), should be out in 2004, we hear. Expect even more crazy features in the "Krypt" and, most important, an online mode. *MK* could be the first 3D fighter to make the move online. Let's hope so. I loved *Deadly Alliance* and wish them the very best of luck in keeping the thing alive.



HARD

SONY'S HARD DRIVE DELAYED MORE

Who can remember when it was originally supposed to come out anymore? I know I can't. Apparently, it's now probably as late as March 2004 before we'll see it.



LATE

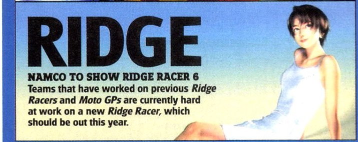
GT4 AFFECTED BY HARD DRIVE

Rumor has it that *Gran Turismo 4* relies on the hard drive for its online features (downloading cars, perhaps?). Consequently, it could be late, too!

ONLINE

SCEE GOING ONLINE CRAZY

Sony Computer Entertainment Europe is said to be working on *Colony Wars Online*, *G-Police* (remember that?) *Online*, and *WipeOut Online*.



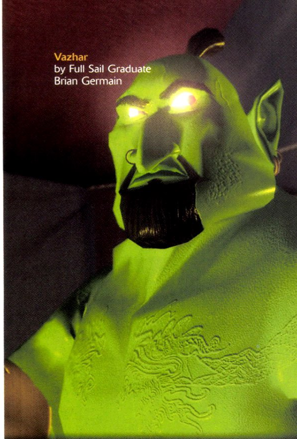
RIDGE

NAMCO TO SHOW RIDGE RACER 6

Teams that have worked on previous *Ridge Racers* and *Moto GPs* are currently hard at work on a new *Ridge Racer*, which should be out this year.

E-MAIL ME!

Got some good gaming gossip? If you hear anything juicy or get your hands on some cool screens or pictures, send me an e-mail at the following address: clish_maclaver@ziffdavis.com



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www.gamemusic.com
www.cdjapan.co.jp
Two top sites for buying soundtracks.

SOUND STATION

Wanna geek out with some quality videogame soundtracks? Try these five!

Breath of Fire: Dragon Quarter

Hitoshi Sakimoto, composer of the excellent *Final Fantasy Tactics* and *Vagrant Story* soundtracks, delivers yet another epic score. Featuring his signature lush style, *Dragon Quarter* delivers a healthy selection of rousing orchestrated melodies and fast-paced battle themes. Sakimoto also shows his range by masterfully integrating songs with synthesized drumbeats and samples. Rarely are there dull moments in any of the 48 tracks that make up this two-CD set. It's a surprisingly brilliant score for a surprisingly brilliant game.

Final Score: ★★★★½

Time & Space

Although this technically isn't a soundtrack (it's a Yasunori Mitsuda tribute album with remixes of songs from *Chrono Trigger*, *Xenogears*, and *Chrono Cross*), it still deserves to be included here. Why? Because a lot of the songs on this disc have never received a real orchestral or arranged treatment by Mitsuda. Plus, this album is done so professionally, you could easily mistake it for something from Mitsuda himself. Although some songs can be a tad heavy on guitar, most of the album is absolutely mesmerizing. A must-own for Mitsuda fans.

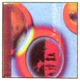
Final Score: ★★★★

Rygar: The Legendary Adventure

Performed by the Moscow Symphony Orchestra, *Rygar* is hands down one of the greatest orchestrated soundtracks ever created for a game. Tracks on this CD rival even some of Hollywood's finest, and could rightly be compared with such epic scores as Maurice Jarre's *Lawrence of Arabia* or Hans Zimmer's *Gladiator*. The only drawback? The tracks were kept short so they could loop in the game—a fact made painfully obvious when listening to them on CD. Just when one starts to get really good, you're already on to the next.

Final Score: ★★★★½

Xenosaga



Call us picky, but we expect more from Yasunori Mitsuda. While this one is solid enough to suit the game, it doesn't live up to Mitsuda's other masterpieces, like *Chrono Cross* and *Xenogears*—and it certainly doesn't hold up on repeat listenings. Aside from a few memorable tracks, the rest is pretty standard fare. The biggest problem? The music either shouts at you or whispers, but there's not enough in between. Hardcore Mitsuda fans will still want to pick this one up, but be warned: There's only about one CD's worth of music spread over two discs.

Final Score: ★★★

Zone of the Enders: Anubis

Though it's not quite as good as the score for the original *ZOE*, *Anubis* (that's *2nd Runner* to you and me) still impresses with its simple, subtle, but sweeping melodic snippets laid over hard-driving techno beats. At its best, it's the kind of music you can chill out to when you're in the mood for something broody yet lively. At its worst, you've got some quirky crossover tracks that can get grating. Those annoying moments are limited, though—and with 22 tracks, you can easily skip over them and still get your money's worth.

Final Score: ★★★★

COMING SOON TO PLAYSTATION® 2
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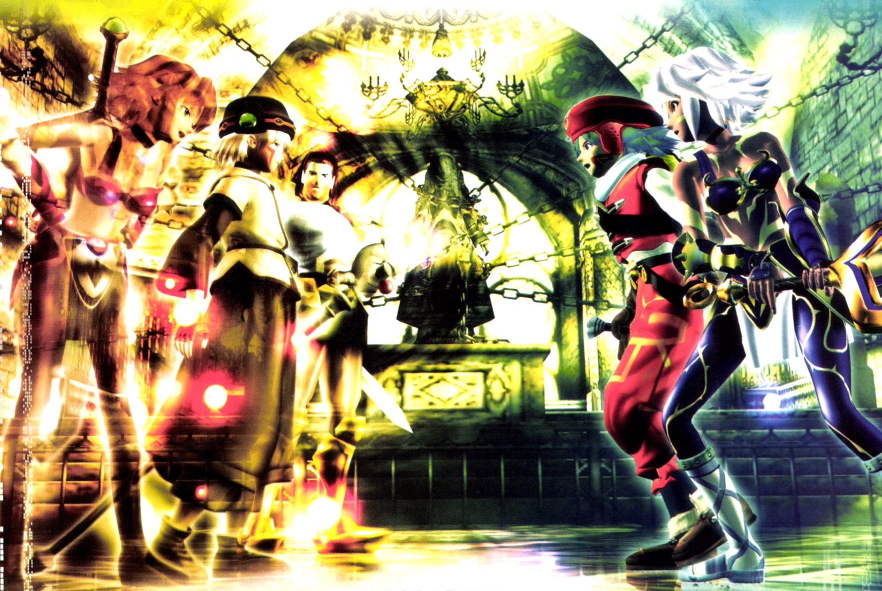
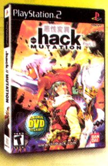


悪性変異
.hack™ Part 2
MUTATION



ANIME DVD INCLUDED

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TEEN
T
CONTENT RATED BY ESRB

Mature Sexual Themes
Mild Language
Violence

PlayStation 2

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BANDAI®

DVD REVIEWS

By John Scalzi

CATCH ME IF YOU CAN

The true story of a real fake

Catch Me if You Can is the most fun Spielberg film since at least the last *Indiana Jones* flick, possibly because of the subject matter: An enterprising young man fakes being a doctor, airline pilot, and other professions while passing off millions in bad checks, mostly because he can. This is not to say Spielberg has a heretofore unknown past as a teenage check-kiter, but one of the more memorable stories from Spielberg's youth is that he once snuck into the 20th Century Fox studio lot and passed himself off as someone who was supposed to be there. In other words, he's someone who definitely understands the value of seeing how much you can get away with.

But for all its fun (in great part due to Leonardo DiCaprio, who is effortlessly guileless), it also makes a point of the deep loneliness felt by someone who becomes everyone but himself.

"Supremely entertaining."
leonardo dicaprio
tom hanks
catch me
if you can

Catch Me If You Can
(Leonardo DiCaprio, Tom Hanks)

DiCaprio's faker is contrasted by Tom Hanks' straight-up FBI agent who trails the young con man but ends up as his confidant, to some degree. The dynamic between the two is a simple, true representation of the difference between wanting to be something and actually being something. It's fun, with a twist. The DVD comes without a commentary track (Spielberg's usual thing) but features a number of documentaries and interviews, including one with Frank Abagnale, the real-life character who pulled off all this stuff as a teen.

Movie Score: ✪✪✪✪
DVD Extras Score: ✪✪✪◐

UPCOMING DVD RELEASES

May 6, 2003
Catch Me if You Can
Clear and Present Danger: SE
The Hunt for Red October: SE
Patriot Games: SE

May 13, 2003
Analyze That
Comedian
Father of the Bride
The Hot Chick
The In-Laws
20,000 Leagues Under the Sea

May 20, 2003
Adaptation: Superbit
Antwone Fisher
Charlie's Angels: Season 1
Cheers: Season 1
Children of Dune
Dark Angel: Season 1
Frasier: Season 1
Star Trek: Nemesis
25th Hour
The Unforgiven (1960)

May 27, 2003
Good Burger
A Guy Thing
National Security
The Pianist
The Recruit

ADAPTATION

(Nicolas Cage, Meryl Streep)

Every writer eventually writes a piece on what it's like to have writer's block (trust me on this), but screenwriter Charlie Kaufmann is unusual in that *his* version is actually worth knowing about. Kaufmann took on the challenge of adapting a book about orchid poachers into a screenplay, and used that experience as a diving board to belly flop into a hysterical self-examination. Cage portrays Kaufmann and his fictional, annoying twin brother; Streep is the author of the book in question; and Oscar winner Chris Cooper is an orchid snatcher. It's all based on real-life people, but none of it is about real life—that's what makes it fun. Expect to swing through it a couple times before everything makes sense. This is a Superbit release, which means it supposedly offers better image quality, but that better quality takes up space normally used by DVD goodies. Whatever.

Movie Score: ✪✪✪✪✪
DVD Extras Score: N/A

SAND STORM

Children of Dune is the sequel to the 2000 miniseries, *not* the 1984 David Lynch travesty, which starred Sting and Patrick Stewart.

SKIMPY RÉSUMÉ

Stuart Baird, director of *Nemesis*, has only directed two other movies: *U.S. Marshals* and *Executive Decision*.

ANTWONE FISHER

(Derek Luke, Denzel Washington)

Denzel Washington continues his mission to make all of America sick of his immense talent; not only is he currently our best actor, but in *Fisher*, he proves he's a damn fine director as well. *Fisher* is the story of an angry sailor (Derek Luke) who is pushed and prodded by his psychiatrist (Washington) into letting go of his rage. The film exists in straight-up *Good Will Hunting* territory, but Washington helps make it feel fresh—as does Luke, who is so good that it's hard to believe this is his first film. Fun fact: The film was written by the real Antwone Fisher, based on his life. Wild. Washington pops up on a commentary track, and there are featurettes on the making of the film and the real Fisher.

Movie Score: ★★★★
DVD Extras Score: ★★★

CHARLIE'S ANGELS COMPLETE FIRST SEASON

(Farrah Fawcett, Kate Jackson)

For those of us of a certain age, *Charlie's Angels* was the television show that said, "You are a man now—remember to lock the bathroom door." (For others, that show was *Little House on the Prairie*, but those guys were losers.) I'm sure the individual episodes had plots, but why would you bother with that when there was such oglement to be had? There was Farrah (who was hot and blonde), Jaclyn Smith (who was hot and brunette), and, um, Kate Jackson (who handled the exposition). A whole season of *Charlie's Angels* in one sitting is probably too much of a good thing, but you can handle it. Extras: the "Angels Forever" featurette.

Movie Score: ★★★
DVD Extras Score: ★

CHILDREN OF DUNE

(Alec Newman, Susan Sarandon)

This TV miniseries sequel to the TV miniseries based on the novel *Dune* is, like its predecessor, surprisingly OK. It hasn't been too cheesed up for television, and the cast (which includes Susan Sarandon, slumming with gay abandon) goes at it likes it means something. Fans of the book series will undoubtedly notice the various changes and deletions, but everyone else should have a fine time watching the nifty special effects and drooling over (take your pick) Daniela Amavi as the treacherous Alia or Edward Atterton as the reborn Duncan Idaho. It helps to have seen the first one, though (it's already out on DVD). No extras.

Movie Score: ★★★½
DVD Extras Score: N/A

THE HOT CHICK

(Rob Schneider, Rachel McAdams)

Rob Schneider enters the body of a totally hot teenage girl, to which the obvious rejoinder is, doesn't he wish. The fact that this is a Rob Schneider film automatically means it's about as smart as a slack-jawed third grader sticking his finger into a wall socket. The fact that it's about Schneider switching bodies with the most popular girl in high school just adds an extra layer of ick. It almost makes you yearn for the wit and subtlety of *The Animal*. Director Tom Brady adds commentary, and there are deleted scenes, a music video, and a making-of feature.

Movie Score: ★½
DVD Extras Score: ★★½

THE PIANIST

(Adrien Brody, Thomas Kretschmann)

A film so shatteringly good, Hollywood forgave director Roman Polanski for that thing with an underage girl (Rob Schneider, take note). Polanski draws on his own experience as a Holocaust survivor to bring life to the story of Wladyslaw Szpilman, a Jewish pianist who experiences the Holocaust from a unique, almost detached point of view. Szpilman is played by Adrien Brody in a performance that won him a surprising Oscar—not because he didn't deserve it, but because the smart money said he would be overlooked. Simply one of the great dramas about the Holocaust, it's as good as *Schindler's List*, in a very different emotional way. See it. The DVD also includes the "Story of Survival" featurette, and behind-the-scenes and war footage.

Movie Score: ★★★★★
DVD Extras Score: ★★½

STAR TREK: NEMESIS

(Patrick Stewart, Brent Spiner)

No self-respecting starship captain goes through life without eventually meeting up with his evil twin, and Jean Luc is no exception—except his twin is a clone, and he's kind of a Romulan, except not really, and blah blah blah....Look, people—*Star Trek* has been a festeringly rotten corpse for years now, and if you need this flabby tail-end-of-an-era film to tell you that, you've been living with your head stuck in a warp coil for too long. Two words: *Matrix: Reloaded*. Time to move on. That goes for all you *Star Wars* dweebs, too. I mean, really. Director Stuart Baird offers commentary, and there are deleted scenes and four documentaries.

Movie Score: ★★½
DVD Extras Score: ★★★

THE RECRUIT

(Al Pacino, Colin Farrell)

This is a movie to watch primarily for the fun of seeing Al Pacino play Yoda to a bunch of fresh young CIA recruits, teaching them how to be Jedi—I mean, spies—while tossing out maddening quips like, "I don't have answers. Only secrets." Well, thanks there, Al. Colin Farrell plays the main recruit. Every other critic in the world seems to think he's going to be a big star, but I have trouble seeing what the fuss is about. In any case, this is another of those spy films that's pretty entertaining as long as you don't demand that it make much sense in the end. Farrell and director Roger Donaldson provide commentary; the DVD also includes deleted scenes and a feature on the CIA training program.

Movie Score: ★★★
DVD Extras Score: ★★★

25TH HOUR

(Edward Norton, Philip Seymour Hoffman)

Critics either loved or hated this Spike Lee film, which follows a mild-mannered drug pusher (Edward Norton) through his last day of freedom before heading off to prison (because he's a drug dealer, you see—it happens). And, really, that's it—we follow Ed around for a day and watch him have his final prejail moments with friends, family, and girlfriend. If you're hoping for narrative pull, you're going to be disappointed; on the other hand, if you want to see some really good actors go through their paces (the cast includes Barry Pepper, Brian Cox, and Rosario Dawson), you'll enjoy this quite a bit. I say, go for the actors. Lee and his screenwriter chat on the commentary track, and Lee is the focus of one of the DVD's features (the other is a 9/11 tribute).

Movie Score: ★★★★
DVD Extras Score: ★★★

ANIMANIA!

From Japan with love

Who Needs a Studio?

On June 10, ADV Films brings a jewel of recent anime to the United States: *Hoshi no Koe*, or *Voices of a Distant Star*, is a half-hour OVA (original video animation, i.e., straight-to-video anime) chronicling the lives of two young people separated by war and relativity. A blend of quiet introspection and gorgeous mecha action, it was created almost entirely by one man, Makoto Shinkai, who produced all the animation on a souped-up iMac. ADV's release includes a slew of new extras: production animatics, four trailers, an interview with Shinkai, and one of his earlier short films.

Own or Die!

Speaking of must-haves, Manga Video promises that *Read or Die* will hit shelves by the end of May, with all three episodes on one disc. If the title sounds somewhat impenetrable, the show itself is irresistible: superpowered secret agents of the British Library versus an army of resurrected historical geniuses. A massive paper airplane launched from the Statue of Liberty plays a significant role, heroine Yomiko Readman is a bespectacled knockout, and the president wets himself. Twice.

Classics Rehabilitated

Well, perhaps that's not so. After all, Disney has finally released some of the Studio Ghibli catalog on DVD. *Spirited Away*, *Kiki's Delivery Service*, and *Laputa: Castle in the Sky* are all now available as top-notch double-disc sets, with more classics hopefully in the pipeline. If you haven't yet bought them, buy them now—we need *Porco Rosso* in this country posthaste.

Bakuretsu Love-Love Double God Finger

On June 17, Bandai concludes its DVD release of the superior *Mobile Fighter G Gundam* with the issue of the fourth box set. All 52 episodes of Yasuhiro Imagawa's massive mecha combat epic will soon be available for your purchase, so get to it—it's the best giant-robots-smashing-things show ever made.

Yes, We're at a Con

Summer's beginning right about now, which means the anime convention season is cranking up around the country. Anime Central hits Chicago May 16 through 18; Animazement 2003 represents in Raleigh, NC, May 22 and 23; A-Kon 14 consumes Dallas May 30 through June 1; and Fanime Con 2003 lights up San Jose June 20 through 22. Show up, buy stuff, and support your local con.

–Dave Smith

KAITOU SLY COOPER?
In case you're wondering, "kaitou" means "thief" in Japanese.

BY THE NUMBERS

PS2 Top 20 Sales

It's already a good year for RPGs, with *Xenosaga*, *.hack*, and *Dark Cloud 2* debuting in respectable spots. By our rough calculation, you'd need several hundred hours to thoroughly beat all three. Now, that's value!

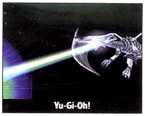
Ahoy, matey. Put another shrimp on the barbie. Blimey. Skip to my loo. Yahoo Serious. Crikey. Bollocks. Top o' the morning to ya. "That's not a knife....THAT'S a knife!" Fish and chips. Cheers.

	Last Month	Title/ Publisher	Rating
1	2	**The Getaway** (Sony CEA)	★★★★
2	3	**Grand Theft Auto: Vice City** (Rockstar)	★★★★★
3	1	**The Sims** (EA Games)	★★★★
4	—	**Yu-Gi-Oh! The Duelists of the Roses** (Konami)	★★½
5	4	**Devil May Cry 2** (Capcom)	★★★
6	—	**Xenosaga: Episode 1–Der Wille Zur Macht** (Namco)	★★★★
7	—	**.hack//INFECTION** (Bandai)	★★★½
8	8	**ATV Offroad Fury 2** (Sony CEA)	★★★★
9	6	**Dragon Ball Z: Budokai** (Atari)	★★★½
10	7	**Madden NFL 2003** (EA Sports)	★★★★★
11	10	**Tom Clancy's Ghost Recon** (Ubi Soft)	★★★½
12	15	**NBA Live 2003** (EA Sports)	★★★★
13	—	**Dark Cloud 2** (Sony CEA)	★★★★★
14	5	**SOCOM: U.S. Navy SEALs** (Sony CEA)	★★★★★
15	13	**Gran Turismo 3: A-spec** (Sony CEA)	★★★★★
16	11	**Max Payne** (Rockstar)	★★★★
17	12	**Lord of the Rings: The Two Towers** (EA Games)	★★★★½
18	9	**Mortal Kombat: Deadly Alliance** (Midway)	★★★★
19	—	**Grand Theft Auto III** (Rockstar)	★★★★★
20	—	**NBA Street** (EA Sports Big)	★★★★★

Xenosaga

.hack//INFECTION

Dark Cloud 2


Yu-Gi-Oh!

Source: NPDFunworld TRSTS Service, February 2003. Call them at 516.625.6190 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the *OPM* staff.

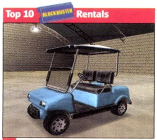
PS1 Top 10 Sales

1	**Yu-Gi-Oh! Forbidden**	Konami
2	**Shrek: Treasure Hunt**	TDK
3	**Mortal Kombat Trilogy**	Midway
4	**SpongeBob SquarePants**	THQ
5	**Namco Museum Vol. 3**	Namco
6	**Spider-Man 2**	Activision
7	**Spyro: Year of the Dragon**	Sony
8	**Gran Turismo 2**	Sony
9	**Spider-Man**	Activision
10	**Spyro 2: Ripto's Rage!**	Sony

Japan's Top 10 PS2 Games

1	**Final Fantasy X-2**	Square
2	**Dynasty Warriors 4**	Koei
3	**Star Ocean: End of Time**	Enix
4	**Soul Calibur 2**	Namco
5	**Kaido Battle**	Genki
6	**VF4: Evolution**	Sega
7	**Chaos Legion**	Capcom
8	**DBZ: Budokai**	Bandai
9	**Master of the Drum**	Namco
10	**Kaitou Sly Cooper**	Sony

Top 10 BLOCKBUSTER Rentals



1	**GTA: Vice City**	Rockstar
2	**Yu-Gi-Oh! Duelists**	Konami
3	**Conflict: Desert Storm**	Gotham
4	**All-Star Baseball 2004**	Acclaim
5	**SOCOM: U.S. Navy SEALs**	Sony
6	**DBZ: Budokai**	Atari
7	**LOTR: Two Towers**	EA Games
8	**The Sims**	EA Games
9	**High Heat MLB 2004**	3DO
10	**The Getaway**	Sony CEA

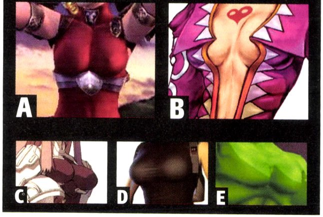
SOURCE: BLOCKBUSTER, WEEK ENDING MARCH 23, 2003

Top 10 Sales, All Systems

1	**The Getaway (PS2)**	Sony CEA
2	**GTA: Vice City (PS2)**	Rockstar
3	**The Sims (PS2)**	EA Games
4	**Yu-Gi-Oh! Duelists (PS2)**	Konami
5	**Devil May Cry 2 (PS2)**	Capcom
6	**Xenosaga: Episode 1 (PS2)**	Namco
7	**Yu-Gi-Oh! Dice (GBA)**	Konami
8	**.hack//INFECTION (PS2)**	Bandai
9	**ATV Offroad 2 (PS2)**	Sony CEA
10	**DBZ: Budokai (PS2)**	Atari

Get This Off Your Chest

Entertainment Weekly recently challenged its readers to identify a list of celebrities only by their, er, chests. With that in mind, here's our PlayStation-ified version of that game.



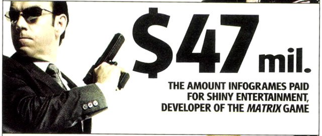
Answers: A. Taki (*Soul Calibur 2*); B. LeBlanc (*FFX-2*); C. Ken (*ZOE 2*); D. Lara Croft; E. Hulk (*Hulk*)

There Is No Spoon

But there's plenty of money to be made from the *Matrix* license.

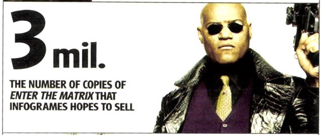
$456 mil.

THE AMOUNT THE FIRST *MATRIX* FILM MADE AT THE WORLDWIDE BOX OFFICE



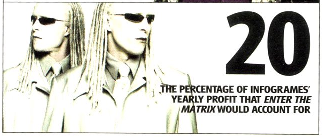
$47 mil.

THE AMOUNT INFOGRAMES PAID FOR SHINY ENTERTAINMENT, DEVELOPER OF THE *MATRIX* GAME



3 mil.

THE NUMBER OF COPIES OF *ENTER THE MATRIX* THAT INFOGRAMES HOPES TO SELL



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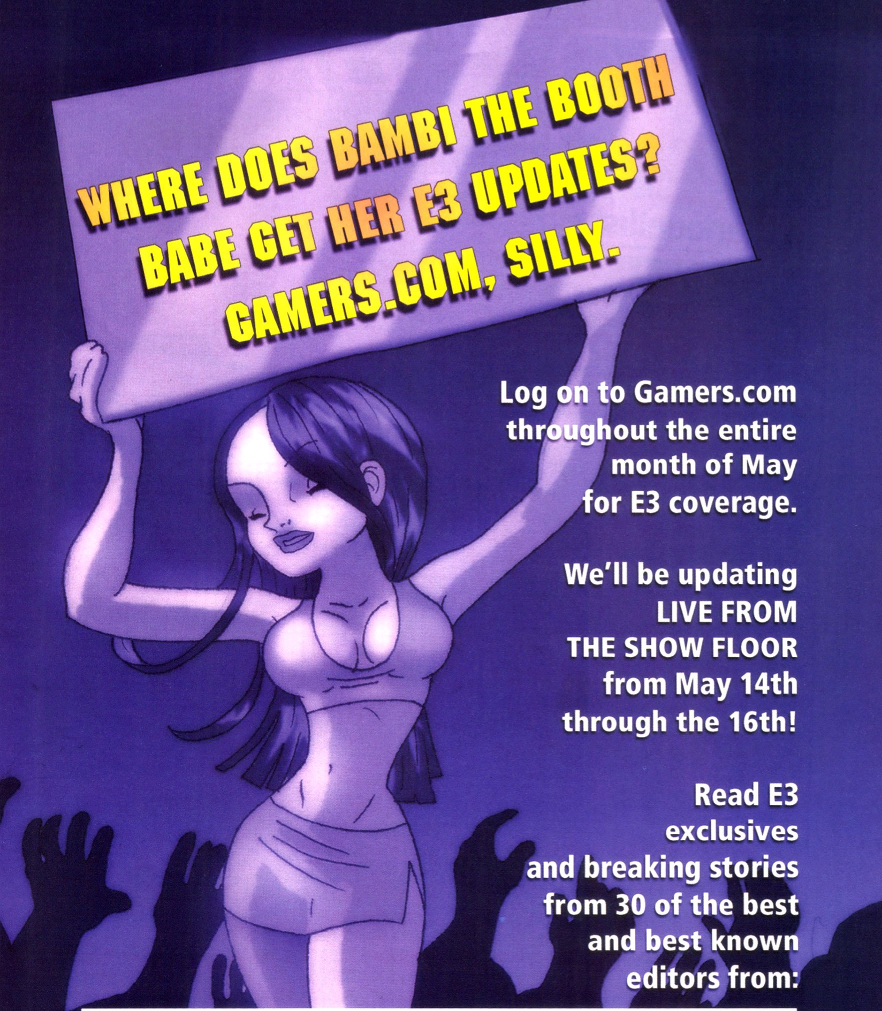
THE PERCENTAGE OF INFOGRAMES' YEARLY PROFIT THAT *ENTER THE MATRIX* WOULD ACCOUNT FOR


WHERE DOES BAMBI THE BOOTH
BABE GET HER E3 UPDATES?
GAMERS.COM, SILLY.

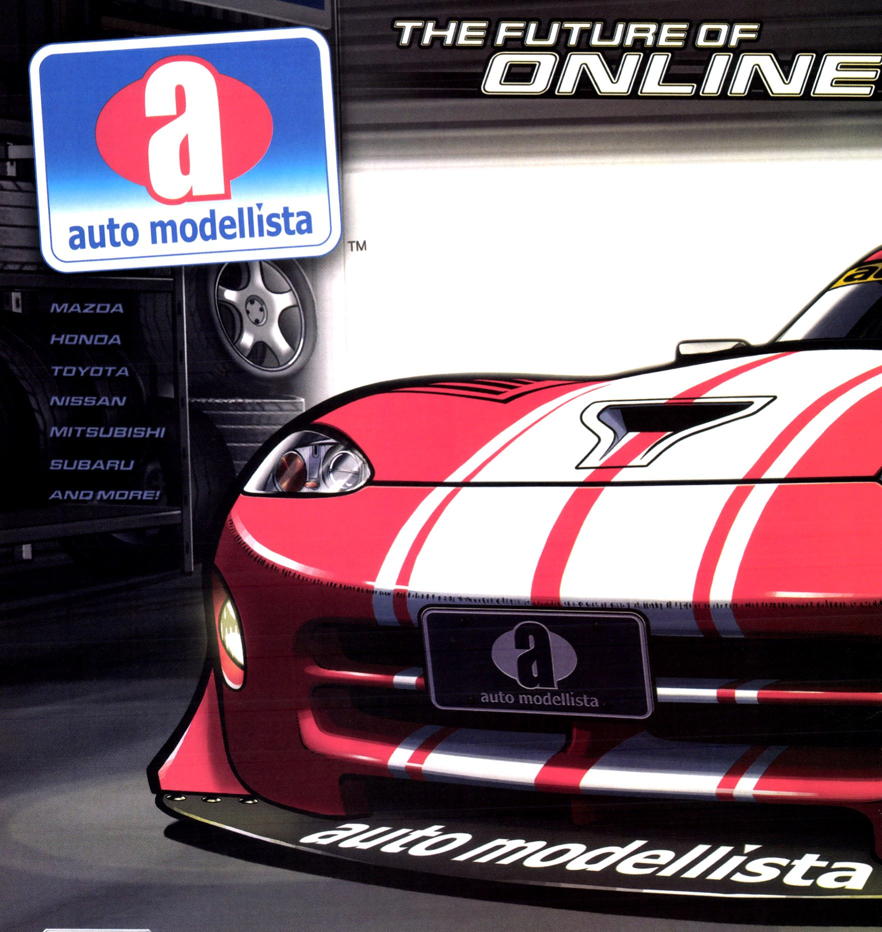
Log on to Gamers.com
throughout the entire
month of May
for E3 coverage.

We'll be updating
LIVE FROM
THE SHOW FLOOR
from May 14th
through the 16th!

Read E3
exclusives
and breaking stories
from 30 of the best
and best known
editors from:

COMPUTER GAMING WORLD XBN XBOX NATION GAMENOW OFFICIAL U.S. PlayStation MAGAZINE ELECTRONIC GAMING MONTHLY

Artist Spotlight: Artwork by Shaun Pendergast. See more of Shaun's work at www.MonkeySpin.com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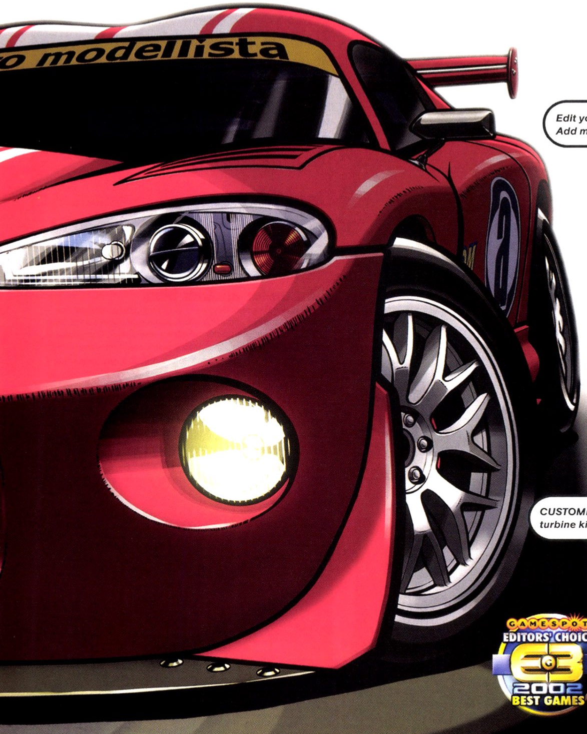
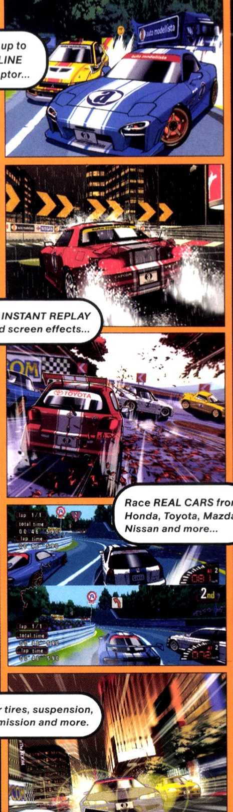
RACING IS NOW!

E3 2002 GAMESPOT EDITORS CHOICE WINNER
BEST AND TOP GAMES MEDALS





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GAMESPOT EDITORS' CHOICE E3 2002 BEST GAMES

GAMESPOT EDITORS' CHOICE E3 2002 TOP GAMES

PlayStation 2
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PlayStation 2

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PREVIEWS

We dare you to play all 61 of these games!

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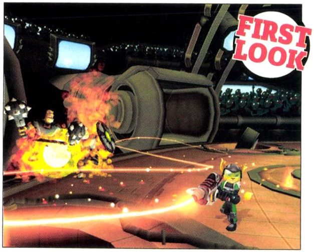
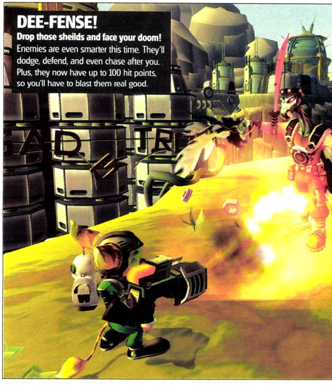


RATCHET & CLANK
GOING COMMANDO

Suit up for another blast

Here again? So soon? Hey, we're not complaining! After all, we adored Insomniac's first PS2 effort, and now Ratchet's back, powered up and ready to rip the universe a new one. At first glance, you might think *Going Commando* is just more of the same—and you'd be partly correct. Fundamentally, this is a very similar platform adventure to the one we played late last year. But Insomniac souped up just about everything, from the weapons to the enemies to Ratchet himself. In fact, our wisecracking hero now has a stylish commando suit along with four possible types of armor, which'll lend the game a more dynamic damage system. On the offensive side, Ratchet's got 19 new weapons in his arsenal, and you can now upgrade them throughout the adventure.

Publisher: Sony CEA **Developer:** Insomniac **Release Date:** November

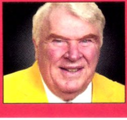


DEE-FENSE!

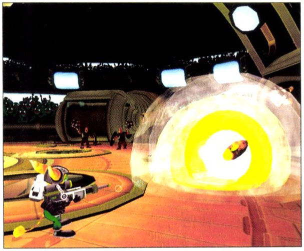
Drop those sheilds and face your doom! Enemies are even smarter this time. They'll dodge, defend, and even chase after you. Plus, they now have up to 100 hit points, so you'll have to blast them real good.

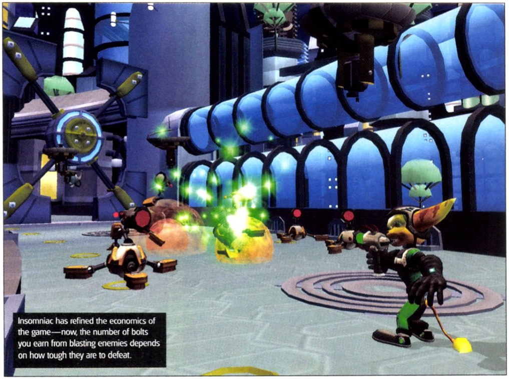
70 SAMURAI
The *Onimusha* universe expands with two games.

76 APES
***Ape Escape 2* is coming** and it's driving us bananas!

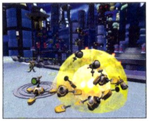


86 JOCKS
***Madden NFL 2004* leads** the sports-game charge.



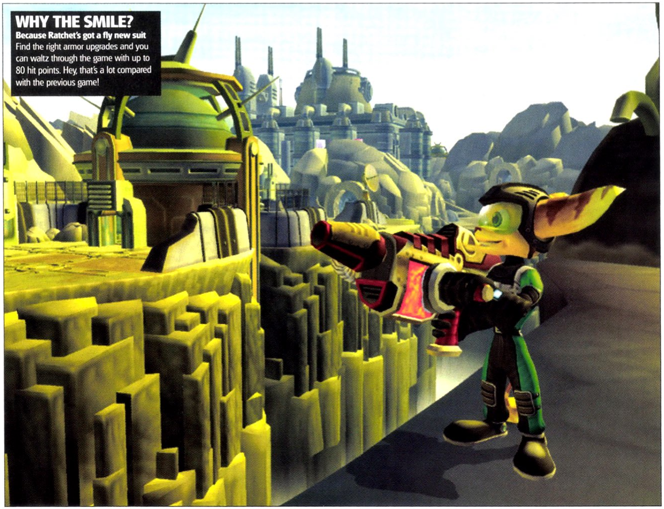


Insomniac has refined the economics of the game—now, the number of bolts you earn from blasting enemies depends on how tough they are to defeat.



FULLY ARMED

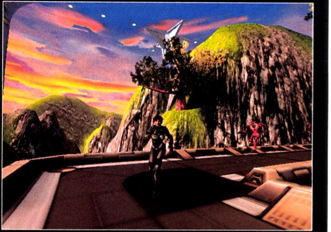
Ratchet has access to a slew of new weapons, and in typical RPG fashion, your armory evolves as you get deeper into the game. So, if you use the Gravity Bomb frequently, it'll turn into the devastating Mini Nuke. In addition to all the new toys, you can hunt down a vendor who sells you gadgets and guns from the first game.



WHY THE SMILE?

Because Ratchet's got a fly new suit
Find the right armor upgrades and you can waltz through the game with up to 80 hit points. Hey, that's a lot compared with the previous game!

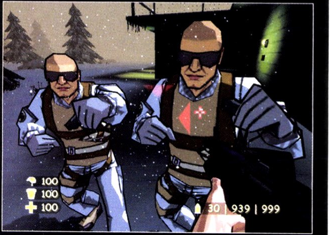
6 Number of *Arc the Lad* anime DVDs available at Amazon.com for $26.98 each.

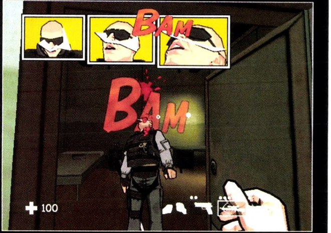


BLACK 9

With a focus on action, *Black 9* begs gamers to forget about *Splinter Cell*'s covert military ops and to indulge in conspiracy theories of the year 2080 as a seedy mercenary. The game seeps crafty, futuristic quirks—from magic-like nanotech summons to insane weaponry—and some promising RPG specs (including a range of skill upgrades), all used to collapse the Black 9 strongholds.

Publisher: Majesco **Developer:** Taldren **Release Date:** Fall





XIII

One of the coolest things we saw during our hands-on time with this stylish first-person shooter was the way it handles sniping. Call us morbid, but a series of three snapshot close-ups of the point of entry flashing across the top of the screen go a long way toward making the game feel like the comic book it's based on. Some story elements (hints about item locations, for instance) are handled the same way.

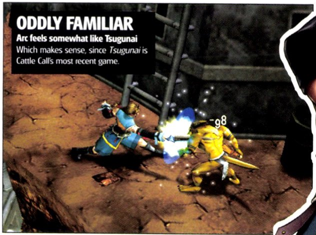
Publisher: Ubi Soft **Developer:** Ubi Soft **Release Date:** September

ARC THE LAD
TWILIGHT OF THE SPIRITS

The Lad leaps to PS2

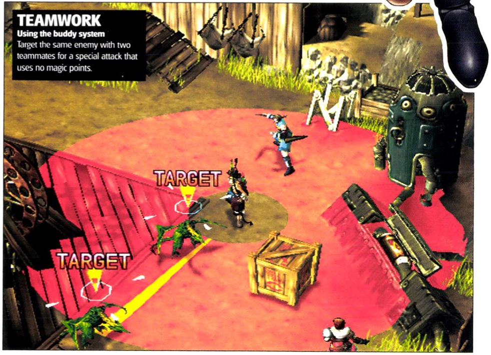
Two thousand years after the last conflict in Arc's world, a ruined land replaces high technology and giant cities. Humans and monstrous Deimos live segregated, fearing each other. Two brothers separated at birth are caught in the middle. One was raised as a Deimos slave, while the other was raised as human royalty. In *Twilight of the Spirits*, their worlds collide, with the fate of the land hanging in the balance. The game continues the PS1-bred *Arc* series with a grander story and better graphics, but features the same basic gameplay of the previous installments. Build your battle party, then slay monsters in a turn-based pseudostrategy-RPG battle system upgraded from the last game.

Publisher: Sony CEA **Developer:** Cattle Call **Release Date:** June



ODDLY FAMILIAR
Arc feels somewhat like Tsugunai
Which makes sense, since *Tsugunai* is Cattle Call's most recent game.

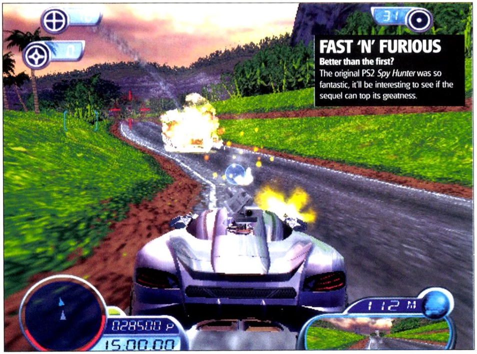
HE AIN'T HEAVY
How can a human and a Deimos be brothers? Easy. Their human mother got a bit frisky with a Deimos one night. Obviously, the two species aren't that different after all. Think that's a large plot point later on? You bet.



TEAMWORK
Using the buddy system
Target the same enemy with two teammates for a special attack that uses no magic points.

www.midway.com
Go to Midway's website to play a Flash version of the original arcade *Spy Hunter*.

A GAME OF MANY NAMES
Road Kill's name was changed to *Highway to Hell*, then *Highway Hunter*...and then back to *Road Kill*.



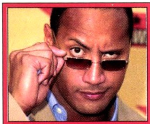
FAST 'N' FURIOUS
Better than the first?
The original PS2 *Spy Hunter* was so fantastic, it'll be interesting to see if the sequel can top its greatness.

SPY HUNTER 2

Midway tries to perfect a great game

As much as Midway's original reinvention of the classic *Spy Hunter* series kicked ass, it seriously lacked one thing: any sort of story. That all changes with *Spy Hunter 2*. As part of his latest attempt to stop the NOSTRA terrorist organization, Alec Sects (that's the spy hunter's name—who knew?!) is accompanied by a sexy new female agent who seems to perceive clothing as more of an option than a necessity. More story means more cut-scenes, but we don't expect any sort of cutback on the thrill-a-minute action that made *SH2*'s predecessor such a blast. Although gameplay remains largely the same (which is in no way a bad thing), Alec's revamped G-8155 Interceptor can now transform into a snowmobile or an offroad vehicle through 20 missions set everywhere from southeast Asia to the Swiss Alps.

Publisher: Midway **Developer:** Rockstar San Diego **Release Date:** Fall



MOVIE UPDATE

Michael Brandt and Derek Haas (the writers behind *2 Fast 2 Furious*) recently signed on to scribe Universal's *Spy Hunter* film. Unfortunately, this doesn't improve The Rock's chances at an Oscar for his role in the flick.

ESPIONAGE
Publisher: Midway
Developer: Midway
Release Date: Fall
What happens when you combine stealth gaming tactics with psionic powers? A game like *ESPionage*. (Yeah, we think the title sucks, too.)

WALLACE & GROMIT
Publisher: Bam
Developer: Frontier Dev.
Release Date: October
Claymation's most iconic duo stars in this charming platformer. As Gromit, you do all the dirty work so Wallace can make it safely through each level.

KYA: DARK LINEAGE
Publisher: Atari
Developer: Eden Studios
Release Date: Fall
Taking its cues from *Jak and Daxter*, *Kya: Dark Lineage* is a sprawling platformer with clever combat, an upgradable boomerang, and a sassy heroine.

ROAD KILL
Publisher: Midway
Developer: Midway
Release Date: Fall
Car combat games must, by law (penal code 492, section 10—and yes, we said penal), be post-apocalyptic in setting. *Road Kill* follows suit with a bang.

K-1 WORLD GRAND PRIX
Publisher: Konami
Developer: Konami
Release Date: July
Although its title would have you believe it's a new racing game, *K-1 World Grand Prix* is actually Konami's take on the wrestle-fighting genre of *UFC* and *Pride*.

BIONICLE: THE GAME
Publisher: EA/Lego
Developer: Argonaut
Release Date: Fall
Lego's popular Bionicle toy line goes from plastic to polygon in its first PS2 game. Choose six Toa characters to elementally blast through six regions of Mata Nui.

DID YOU KNOW?
Samanosuke has a first name. His full name is Akechi Samanosuke.

THE SUFFERING

Before you slot this into the yet-another-survival-horror-game category, order up HBO and watch some *Oz*. While *The Suffering* comes filled with scares, its 1950s prison setting adds a claustrophobic drama that shames *Resident Evil*'s. The game is very action oriented and makes no apologies for its grit. Also, expect the characters involved to drop more F-bombs than DMX.

Publisher: Midway **Developer:** Surreal **Release Date:** Fall

Pick up stimpack

FALLOUT: BROTHERHOOD OF STEEL

If you liked *Baldur's Gate: Dark Alliance* but weren't so keen on the hardcore *D&D* theme, might we interest you in a similar game with a more futuristic setting? Set in the *Fallout* sci-fi universe popularized by six years of PC RPGs, *Brotherhood of Steel* puts you in the shoes of one of three unique characters in what would best be described as an action-RPG. You can even team up with a friend for cooperative play.

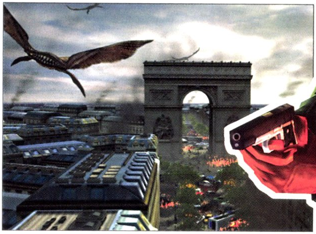
Publisher: Interplay **Developer:** Interplay **Release Date:** Fall

ONIMUSHA 3

The trilogy concludes

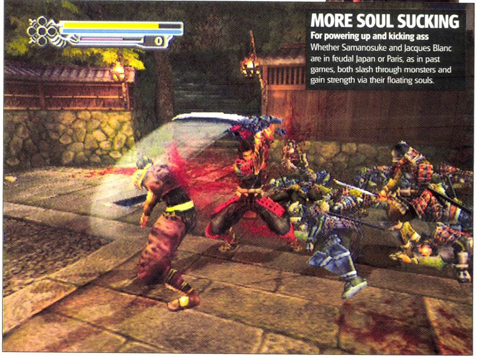
Enough with the rumors—*OPM* went to Producer Keiji Inafune to find out the fate of the *Onimusha* series. He informed us that *Onimusha 3* marks the end of this popular saga (we'll believe it when we *don't* see part four). But expect the franchise to go out with a bang. Nobunaga Oda and his demon army are back invading not only 1582 feudal Japan, but also Paris in the year 2004. You control both the series' original samurai, Samanosuke, and a pistol-wieldin' Frenchman named Jacques Blanc in new fully 3D settings. And with this being the series' finale, Inafune promises you'll finally be able to end Nobunaga's reign of terror. Even with the odd premise, we're confident from what we've seen that *Onimusha 3* can be another PS2 classic. Even if we have to wait almost a year for it.

Publisher: Capcom **Developer:** Capcom **Release Date:** Spring 2004



WHY JEAN RENO?

Capcom feels that modeling the Jacques Blanc character after French actor Jean Reno (*The Professional, Mission: Impossible*) will help spike the slumping *Onimusha* sales in the European market.



MORE SOUL SUCKING

For powering up and kicking ass

Whether Samanosuke and Jacques Blanc are in feudal Japan or Paris, as in past games, both slash through monsters and gain strength via their floating souls.

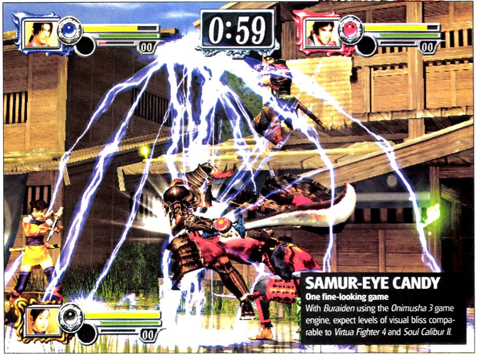
WHAT'S THAT MEAN?
"Buraiden" combines two Japanese words: "Burai" translates to "villainy" or "outlaw," while "den" means "story."

ONIMUSHA BURAIDEN

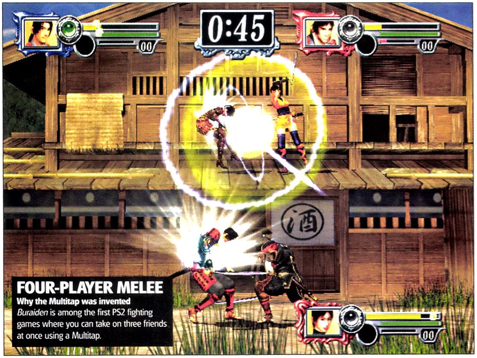
Samurai slam masters

With *Onimusha* one of PS2's most popular franchises to date, it makes sense for Capcom to expand the series' scope. *Buraiden* faces off as many as four players as characters from the last two *Onimushas* in a fighting game, with such combatants as samurai Samanosuke and Jubei, their allies, plus a handful of Genma demons. You'll spar in interactive environments, where besides hacking and slashing through enemies, you can drain their soul power and use it to perform superattacks. Working your way through single-player mo enables you to improve your character's armor and weapons or to further transform your gruesome Genma.

Publisher: Capcom **Developer:** Capcom **Release Date:** Fall

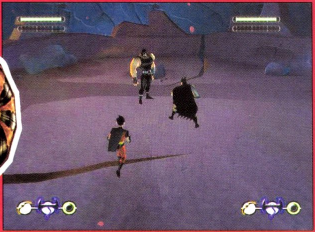


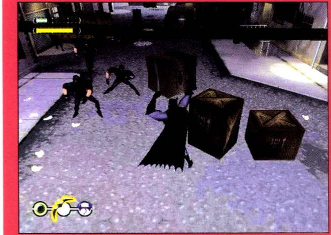
SAMUR-EYE CANDY
One fine-looking game
With *Buraiden* using the *Onimusha 3* game engine, expect levels of visual bliss comparable to *Virtua Fighter 4* and *Soul Calibur II*.



FOUR-PLAYER MELEE
Why the Multitap was invented
Buraiden is among the first PS2 fighting games where you can take on three friends at once using a Multitap.

SHOULDN'T BATMAN JUST KILL JOKER?
Jeff Loeb and Jim Lee answer this question in *Batman* #614, now on sale. No self-respecting Bat-fan will miss it.

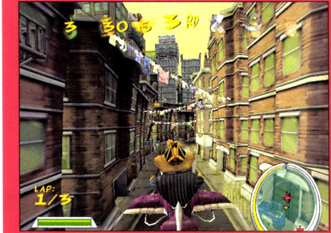




BATMAN: RISE OF SIN TZU

It may be the second PS2 *Batman* game from Ubi Soft, but *Rise of Sin Tzu* is by no means a sequel to *Vengeance*. Instead of a relatively slow-paced adventure game, this one pits you as Batman, Robin, Nightwing, or Batgirl in an action-packed two-player beat-em-up through the streets of Gotham. Beyond the new Jim Lee–created villain in the title, Bats also takes on Clayface, Scarecrow, and Bane.

Publisher: Ubi Soft **Developer:** Ubi Soft Montreal **Release Date:** October



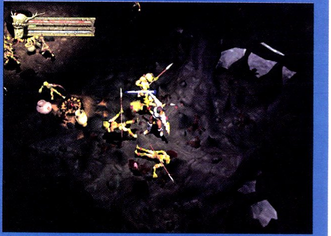
FREAKY FLYERS

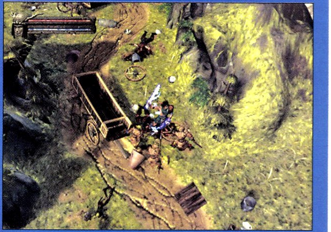
Many would suggest that there hasn't been a kart racer worth playing since *Crash Team Racing*. Well, *Freaky Flyers* probably won't live up to Naughty Dog's classic, but as a sort of kart racer in the sky, it could be the best cute racer since *CTR*—cute with a Teen rating, that is. *Tick* writer Randolph Heard and *Simpsons* writer Joel Cohen cowrote scripts for the 33 racers...some of which come packed with innuendo.

Publisher: Midway **Developer:** Midway **Release Date:** June

We still wanna call it "Squenix."

YOU'RE TOO HARDCORE WHEN...
...you read the *Dungeons & Dragons Player's Handbook* just to have an edge in *Dark Alliance II* and *Heroes.*

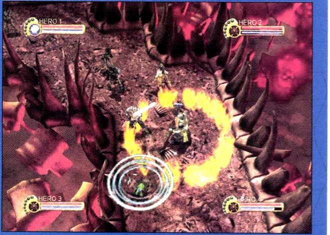




BALDUR'S GATE: DARK ALLIANCE II

So you loved *Baldur's Gate*, but the huge selection of weapons and items still wasn't enough to please you. Never fear—in the sequel, you can create your own from raw materials. Other improvements include five playable characters (the original had three, plus one hidden), a ton of hidden items and areas, improved graphics and effects, and the return of the excellent two-player Co-op mode.

Publisher: Interplay **Developer:** Black Isle **Release Date:** September



DUNGEONS & DRAGONS: HEROES

Basement dwellers and weekend sorcerers, rejoice! Infogrames is going head-to-head with Interplay's *Forgotten Realms*–based product with *D&D Heroes*. You play as a fighter, wizard, cleric, or rogue (or enlist three other friends for four-way co-op play) in a hack-n-slash adventure drawn straight from the Third Edition *D&D* rules. Authentic weapons and monsters will make serious fans giggle with delight.

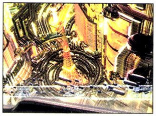
Publisher: Infogrames **Developer:** Infogrames Hunt Valley **Release Date:** Summer

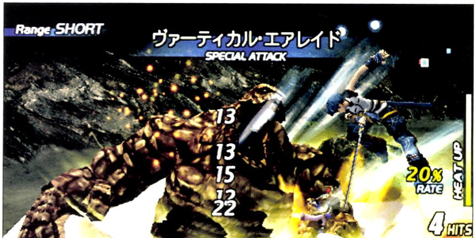
STAR OCEAN
TILL THE END OF TIME

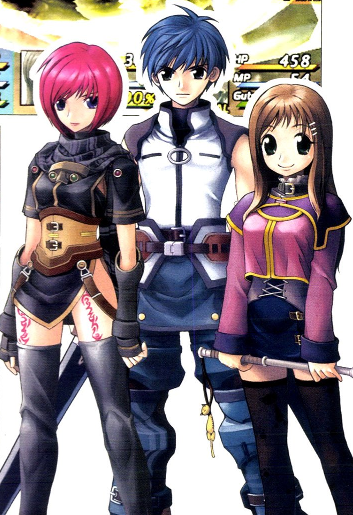
Enix's star RPG gets Squared away

Now that Square and Enix have merged, we're hoping that even more of you get turned on to the majesty of Enix's beloved but overshadowed *Star Ocean* franchise. *End of Time* takes place about 400 years after PS1's critically acclaimed *Star Ocean: The 2nd Story*, and stars the aptly named Fate Linegod in a star-spanning sci-fi quest that's packed with cinematic extravagance. But the story and the stunning visuals aren't the only draw here. The battle system, which melds real-time action with menu-driven strategy, is a refreshing change from the typical RPG fare. Plus, the astounding depth of the character-development setup is enough to keep gamers fiddling for months.

Publisher: Square Enix **Developer:** Tri-Ace **Release Date:** Fall





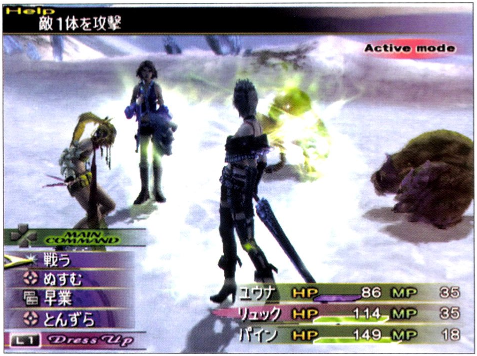


AGE OF CONSENT

While Rikku is only 17, Paine is 18 and Yuna is 19. Time to get busy!

DID YOU KNOW?

Hirokazu Yasuhara, level designer for *Sonic the Hedgehog* 1-4, is now designing levels for *Jak II*.



FINAL FANTASY X-2

The cheesecake is selling like hotcakes

Lest you had any lingering doubts about the *Girls Gone Wild* direction of *Final Fantasy X-2*, check out these numbers: The game sold 1.2 million copies on the first day of its Japanese release and racked up another 600,000 in sales over the next nine days! Granted, this is a country where *Space Fisherman* is a hot game (check out our demo disc for more on that), but still, that's hot stuff. We've been playing the import version, and it's definitely living up to our expectations. The battles are fast and fluid, the quest is as wacky as we expected, and the style is slick and sexy.

Publisher: Square Enix **Developer:** Square Enix **Release Date:** Fall

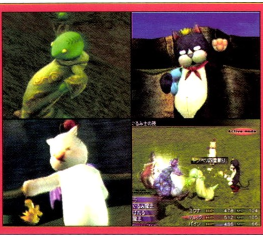
BUBBLES IS BACK!

Good news: Tara Strong is returning to voice Rikku! Bad news: Hedy Burress is reprising her role as Yuna.

JOB OF THE MONTH: MASCOT

Because cool chicks in fuzzy costumes are so hot

By now, many of you already know about *Final Fantasy X-2*'s Dress Up feature, which lets you change costumes on the fly, thus altering your battle skills and abilities. Along with standard fare like black mage, dark knight, gunner, and gambler, *FFX-2* includes a collection of lovable mascot costumes. Pictured here are Yuna as Mog, which lets the former summoner support the team with healing spells and status boosts; Rikku as Cait Sith, which opens up a range of Tidus-like attacks for our favorite Al Bhed gal; and Paine as Tonberry, which is perfect when the moody-broody one wants to pull off a panoply of Status attacks and offensive spells.

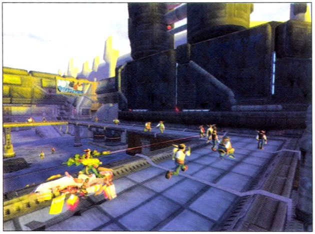


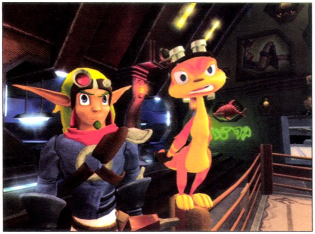
JAK II

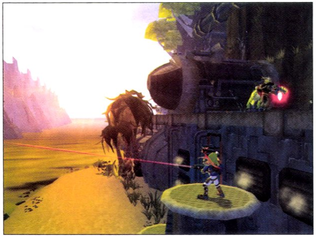
The story behind the soul patch

If you finished *Jak and Daxter*, you remember the cliffhanger ending: Our heroes opened a huge, mysterious door, but we didn't get to see what was on the other side. Now, it can be told: It seems the door is a rift in time that unleashes evil creatures o'er the land. Jak and Dax head through the rift and find themselves 400 years in the future—whereupon Jak immediately gets arrested. For two years, he wastes away in a futuristic prison while the ruling power conducts experiments on him. Finally, Daxter busts Jak out...but his friend has changed. Not only is he older, more cynical, and *much* more talkative (he didn't talk at all in the first game); he also has an array of bizarre powers. This is just the start of what we're expecting to be one of the deepest stories of any platformer.

Publisher: Sony CEA **Developer:** Naughty Dog **Release Date:** Fall







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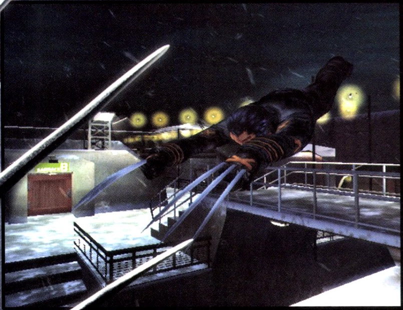

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to save your life.

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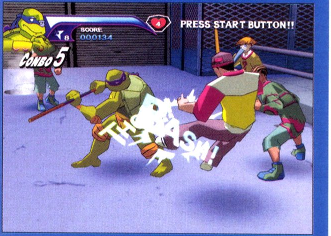
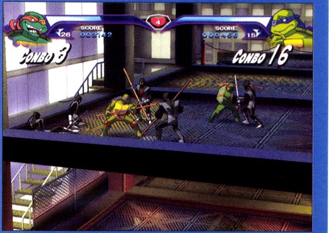
Cheeky monkeys.

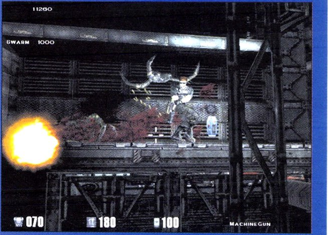




TEENAGE MUTANT NINJA TURTLES

Despite their ninja ways, when it comes to videogames, the Teenage Mutant Ninja Turtles have never really adhered to that whole "stay in the shadows and attack only when seen" philosophy—and we like it that way. Fortunately, constant beat-em-up action ("conbos" and all) appears to be what we can expect from the first *TMNT* game in nearly a decade. The only bummer: Only two terrapins can play at once.

Publisher: Konami **Developer:** Konami **Release Date:** Fall



BLOWOUT

It seems *Contra: Shattered Soldier* has struck a chord among the gaming crowd. With *BlowOut*, Majesco hopes to further Konami's solid gameplay formula, having tapped character/creature designer Yasushi Nira-sawa (*Soul Calibur, Men in Black*) to create the baddies you blast away in a full 360 degrees of firing mayhem. Oodles of power-ups, heavy artillery, and even a level editor make this a side-scroller worthy of some hype.

Publisher: Majesco **Developer:** Kaos Kontrol **Release Date:** Fall

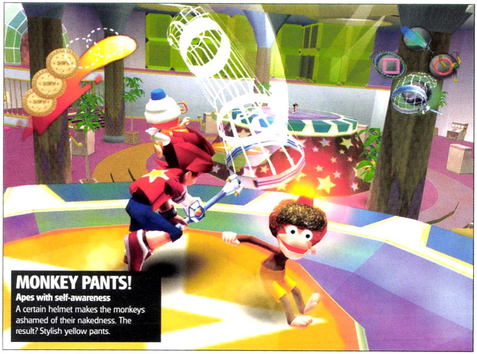
APE ESCAPE 2

Whew!

As regular *OPM* readers have probably noticed, we've kept close tabs on this sequel to one of our favorite PS1 games. It seems a lot of drama has surrounded its U.S. release. First, THQ claimed to have the rights to it...then didn't. Next, Activision appeared to have the rights...and then didn't. For a while there, it seemed no one would ante up Sony of Japan's lofty asking price—Clish even speculated last month that we might never see it here!

Luckily, it seems things have finally been straightened out, with Ubi Soft handling the publishing duties this summer. So, should you be excited? We'd say so. With lots of innovative gameplay, this looks to be the perfect platformer for those long summer months.

Publisher: Ubi Soft **Developer:** Sony **Release Date:** July



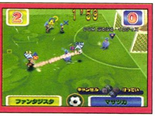
MONKEY PANTS!

Apes with self-awareness

A certain helmet makes the monkeys ashamed of their nakedness. The result? Stylish yellow pants.

GOTCHA BOX!

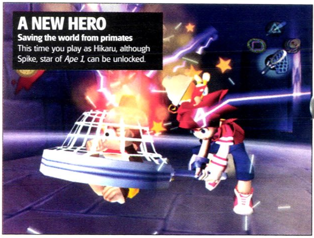
One of the cool new additions to *Ape Escape 2* is the Gotcha Box, which opens all sorts of hints, secret movies, and even minigames like Monkey Soccer and Monkey Tightrope. Every 10 Gotcha chips you collect lets you use the Box once.

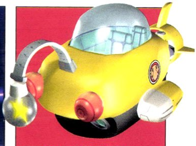


A NEW HERO

Saving the world from primates

This time you play as Hikaru, although Spike, star of *Ape 1*, can be unlocked.



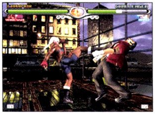


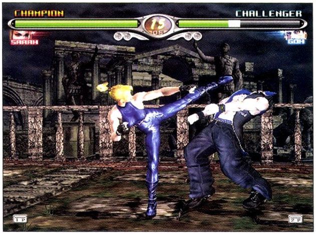
NEW VEHICLES

In addition to the boats and tanks introduced in the first game, you're now able to climb aboard a snowmobile to zip around in the snow, a submarine for underwater exploration, and a robot for fighting.

91.9% Average review score given to *Virtua Fighter 4*, according to gamerankings.com.

REMEMBER WHEN?
By 1988 standards, *NARC* was a very violent arcade game. Oddly, it had a moral: "Winners Don't Use Drugs."



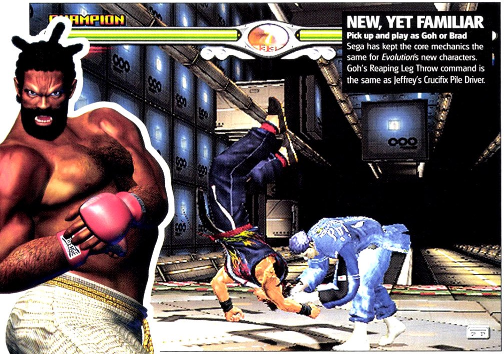


VIRTUA FIGHTER 4
EVOLUTION

The best gets better

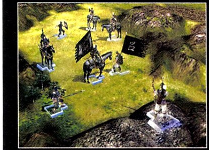
You know our stance on *Virtua Fighter 4*: best fighting game *ever*. But that might change, once *Evolution* enhances *VF4* with seven new modes of play, new moves for classic characters, and a Tutorial mode more intense than a Harvard exam. Additionally, newcomers Brad Burns and Goh Hinogami add kickboxing and judo to the already comprehensive martial-arts collection. What's most impressive, however, is the streamlining Sega has done with its code. Load times have practically disappeared, and you can view replays one frame at a time. With graphical improvements as well, the only reason *Evolution* may not claim the "best fighting game" title is...well, *Soul Calibur II* (see page 46).

Publisher: Sega **Developer:** Sega AM2 **Release Date:** Fall

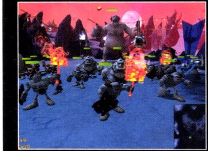


NEW, YET FAMILIAR
Pick up and play as Goh or Brad
Sega has kept the core mechanics the same for *Evolution*'s new characters. Goh's Reaping Leg Throw command is the same as Jeffrey's Crucifix Pile Driver.

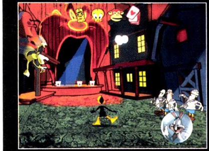
THE COMBO
P + K + G; B, D/F + P + G; F + P
Akira's Stun Palm of Doom is known to be toughest combo to master in any fighting game. *Evolution* simplifies it; Sega apparently loosened the move's timing/accuracy window to make it at least somewhat attainable.



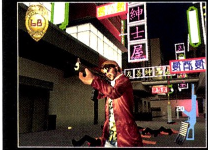
DYNASTY TACTICS 2
Publisher: Koei
Developer: Koei
Release Date: September
The sequel to one of the best games you've never played returns us to Three Kingdoms–era China for more of its unique brand of chess-like tactical strategy.



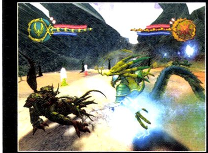
GOBLIN COMMANDER
Publisher: Jaleco
Developer: Jaleco
Release Date: Fall
Spearheaded by some ex-Blizzard developers who worked on *StarCraft* and *WarCraft*, this real-time strategy promises lots of straight-up action.



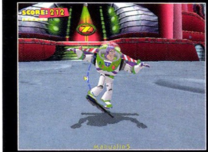
LOONEY TUNES: BACK IN ACTION
Publisher: EA Games/WB Int.
Developer: Warthog
Release Date: Fall
You control Bugs and Daffy in this tie-in to the next *Looney Tunes* flick. Both learn unique skills and can use all kinds of ACME gizmos.



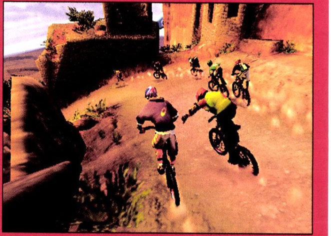
NARC
Publisher: Midway
Developer: Vis
Release Date: Fall
If you played the *NARC* arcade game in '88, then you probably saw *48 Hours* and *Lethal Weapon*, which influenced this stylish antidrug buddy game.

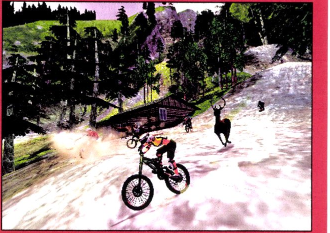


WRATH UNLEASHED
Publisher: LucasArts
Developer: The Collective
Release Date: Fall
In the spirit of *Archon* and *The Unholy War*, *Wrath Unleashed* is a turn-based strategy game with some monstrous turf battles in store.



DISNEY'S EXTREME SKATE ADVENTURE
Publisher: Activision
Developer: Toys for Bob
Release Date: Fall
Who needs *Tony Hawk's Pro Skater 5*? You know you'd rather skate as your favorite characters from *Tarzan*, *Toy Story 2*, and *The Lion King*!

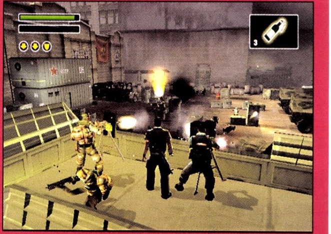




DOWNHILL DOMINATION

Normally, a downhill mountain-biking game wouldn't get us too excited. But *Downhill Domination* isn't just any mountain-biking game—it's a mountain-biking game from the developer of *Twisted Metal: Black* and *War of the Monsters*. Choose from 14 riders (five real...like anyone cares) to race through 27 courses spanning nine mountains worldwide. *Downhill* also boasts numerous play modes and 30-plus tricks.

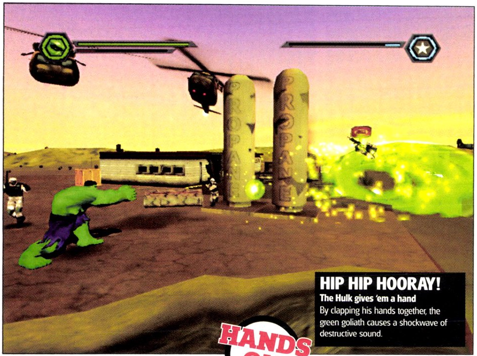
Publisher: Sony CEA **Developer:** Incog, Inc. **Release Date:** July



FREEDOM: SOLDIERS OF LIBERTY

Freedom comes to us from the developer of *Hitman 2*, but don't get your hopes up for a stealth-based adventure. Set in an alternate present in which the Soviets have taken over America, this game actually places heavy emphasis on action as you lead a squad of freedom fighters. You directly control only one man, but simple button commands make bossing around other squadmates easy and fun.

Publisher: Electronic Arts **Developer:** Io Interactive **Release Date:** Fall



HIP HIP HOORAY!
The Hulk gives 'em a hand
By clapping his hands together, the green goliath causes a shockwave of destructive sound.

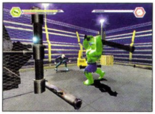
HANDS ON

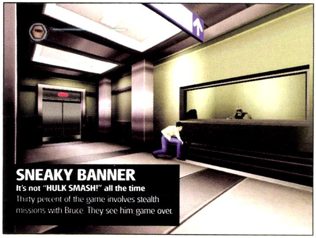
THE HULK

SMASH! SMASH! SMASH! SMASH!

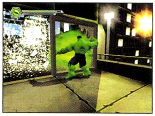
We'll admit, we've had our doubts about *The Hulk*. But now that we've spent some time with this pseudosequel to the movie, we know it's turning into quite the pleasant surprise. As with any good beat-em-up, this game's green behemoth of an antihero plows through droves of enemy fighters with awesome power and agility. Not only can the incredible one destroy literally *anything* in the environment—from tables to brick columns to the very floor that succumbs to his weight after a mighty leap into the air—but he can also pick up almost anything to use as a weapon...enemy humans included. And just when you've satisfied your appetite for destruction, it's time for a slow-paced stealth mission as Bruce Banner. Craving more info? Just wait for next month's cover feature!

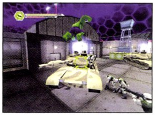
Publisher: Universal Interactive **Developer:** Radical **Release Date:** May 30

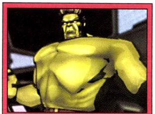




SNEAKY BANNER
It's not "HULK SMASH!" all the time
Thirty percent of the game involves stealth missions with Bruce. They see him: game over.







SUPERVILLAINY
With Universal's game taking place one year after the events of the *Hulk* movie, the story also takes inspiration from the character's comic-book history. Fans will love showdowns with Ravage (pictured), Flux, Half Life, and the most nefarious of them all, Leader.

$650 mil. Approximate domestic box-office gross for the first two *LOTR* movies. The trilogy's budget was $300 million.

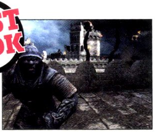
APOCALYPTIC GAMING
Activision's *Apocalypse*, starring Bruce Willis and debuting the *Tony Hawk* engine, also dealt with the Four Horsemen.

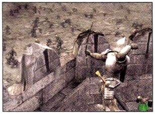
FIRST LOOK

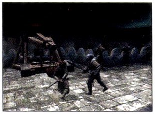
LOTR
THE RETURN OF THE KING
The Two Towers was just a warm-up

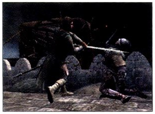
Gamers craving great hack-n-slash action got their fill in *The Two Towers*, despite many complaints that it lacked depth and badly needed a multiplayer mode. EA has listened to its critics and promises a much grander Middle-earth gaming experience in this upcoming title based on Peter Jackson's final *Lord of the Rings* movie. The list of playable characters expands from three to eight, including Aragorn, Gimli, Legolas, Gandalf, Frodo, Sam, and two secret ones. You choose your path through 12 environments, like Minas Tirith, the Paths of the Dead, and Shelob's Lair—and you can do so with a friend fighting beside you all the way to the Cracks of Doom!

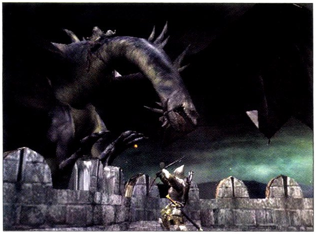
Publisher: EA Games **Developer:** EA Redwood Shores **Release Date:** Fall

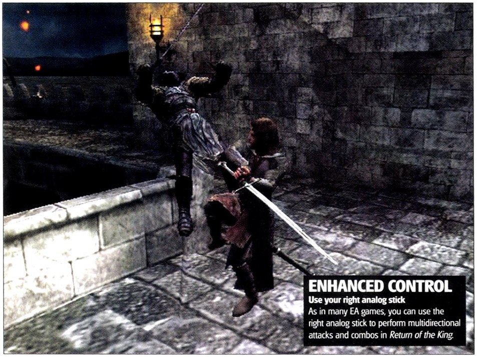












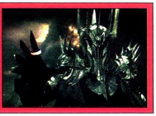
ENHANCED CONTROL

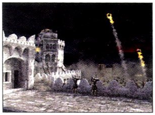
Use your right analog stick

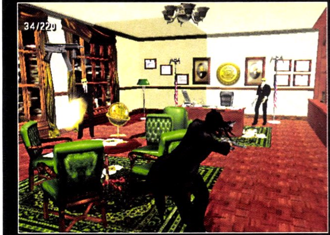
As in many EA games, you can use the right analog stick to perform multidirectional attacks and combos in *Return of the King*.

MOVIE SPOILER?

According to EA, *Return of the King's* final boss fight is a showdown with Sauron. We have to wonder, though, is this done for gameplay or does it re-create a movie scene? After all, we never even see the Dark Lord in Tolkien's books!



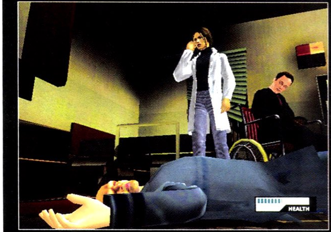


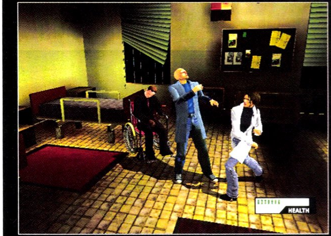


FOUR HORSEMEN OF THE APOCALYPSE

3DO may not have the greatest track record, but *Four Horsemen* is primed to show the company knows more than baseball. *Heavy Metal* artist Simon Bisley designed characters for the game's high-concept, massively expensive, Bible-inspired setup dealing with the end of the world. Buckets of blood decorate the scenery, there's plenty of nudity... and it's actually showing signs of being the blockbuster 3DO hopes for.

Publisher: 3DO **Developer:** 3DO **Release Date:** Fall





ALIAS

Acclaim is slowly leaking details about its upcoming release based on the hit ABC show, but specifics on *Alias* remain unclear. Writers from the show are handling the story, so expect an authentic Sydney Bristow adventure set in the current "post SD-6" story line (fans of the show will understand). For gameplay, expect a suitably predictable mix of stealth and martial arts.

Publisher: Acclaim **Developer:** Acclaim Cheltenham **Release Date:** Fall

A New Class of Monkey

Pink Monkey

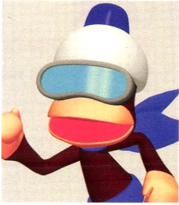
Most Likely to Be a Pop Star

El Toro

Most Likely to Grab the Bull by the Horns

Harley Q. Win

Most Likely to Annoy the King



Billy

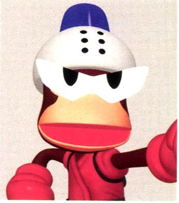
Most Likely to Get a Speeding Ticket

Monko Polo

Most Likely to Find a Legendary Banana

Natalie

Most Likely to Lose Her Wits



Marshall

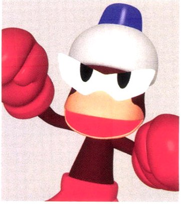
Most Likely to Punch the Ref

Larry

Most Likely to Step in Monkey Poo

Mr. White

Most Likely to Be an Evil Scientist



Balboa

Most Likely to Live in a Meat Locker

Norman

Most Likely to Drive a Humvee

Specter

Most Likely to Take Over the World

EVERYONE
E
CONTENT RATED BY ESRB

Comic Mischief
Mild Violence

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Catching Madness

Leo
Most Likely to Catch a Fever

Stephenson
Most Likely to Walk the Plank

Jimmy
Most Likely to Save the World

George
Most Likely to Be Inquisitive

Buzz
Most Likely to Be Lost in Space

Arthur
Most Likely to Get Pierced

Parka
Most Likely to Chill

Punto
Most Likely to Sink the Gondola

Cleo
Most Likely to Walk Like an Egyptian

Yellow Monkey
Most Likely to Be a Pro Wrestler

Libby
Most Likely to Swim to Ellis Island

Spud
Most Likely to Be a Hypnotist

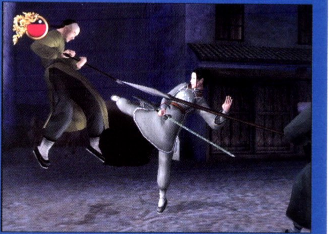
300 monkeys. They're smarter. They're zanier.
And they're trying to take over the world.

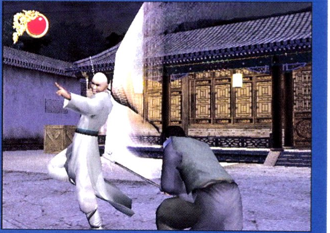
APE ESCAPE™ 2

PlayStation®2

Ubi Soft®
www.ubi.com

171 Minutes of music you'll hear in *Enter the Matrix*, orchestrated by the same duo working on the movie's score.

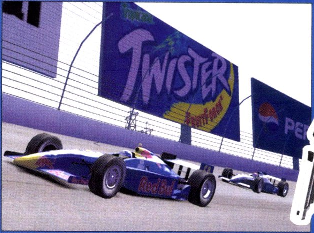




CROUCHING TIGER, HIDDEN DRAGON

Whaddya do when you nab the license to an Academy Award–winning blockbuster—one with plenty of chop-sockey excitement that's just *perfect* for a videogame? If you're Ubi Soft, you wait almost three years to release a game, thus ensuring that no one will care anymore. In case you do care, the game looks pretty swell, with a nifty mix of adventure, duels, chase sequences, and all-out acrobatic brawls.

Publisher: Ubi Soft **Developer:** Genki **Release Date:** August



INDYCAR SERIES

For years, Codemasters has brought us some of PS2's best racing games, and now it's set to take on the Indy Racing Series, the U.S.-based oval-track championship that includes the historic Indianapolis 500. Yeah, you really are just driving in circles, but handling these cars requires a lot of technique. That's why veteran driver Eddie Cheever helped to create an in-game tutorial on getting your lap times down to the pro level.

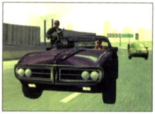
Publisher: Codemasters **Developer:** Brain in a Jar **Release Date:** June

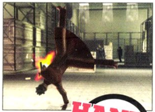
ENTER THE MATRIX

We've tapped in

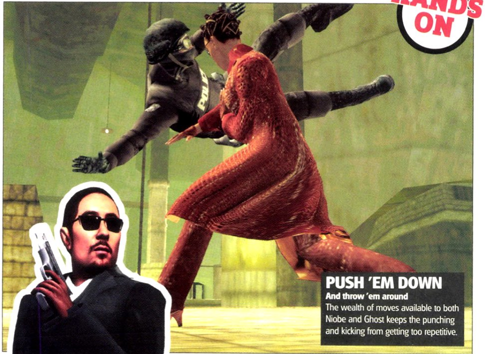
As you may have read in last month's issue, Shiny's president Dave Perry claims that focus groups prove his team has included everything you could want in a *Matrix* game in *Enter the Matrix* (well, all except the whole playing as Neo, Trinity, or Morpheus thing—but we'll blame that on the Wachowski brothers, who wrote the game's story and approved every conceptual detail). Now that we've had a few hours to play a near-final version, we've gotta say, that just might be the case. While you're not getting any revolutionary gameplay here, you can count on everything from bitchin' martial arts moves to tense encounters with Agents, whether you opt to play through as Niobe or Ghost. At other points, driving and shooting levels help vary the action, and the movies' sleek style is always apparent.

Publisher: Atari **Developer:** Shiny Entertainment **Release Date:** May 15





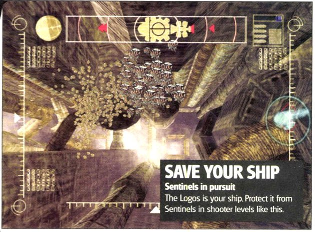
HANDS ON



PUSH 'EM DOWN

And throw 'em around

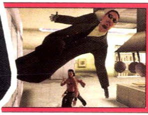
The wealth of moves available to both Niobe and Ghost keeps the punching and kicking from getting too repetitive.



SAVE YOUR SHIP

Sentinels in pursuit

The Logos is your ship. Protect it from Sentinels in shooter levels like this.

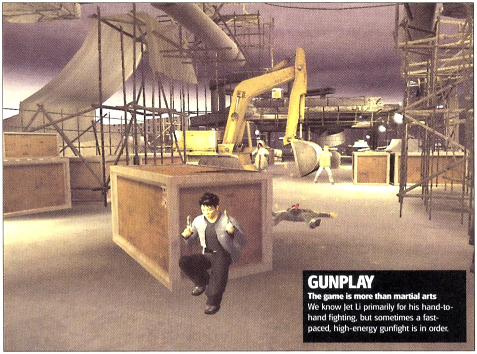


FOCUS!

As part of *Enter*'s movie feel, using your Focus ability yields a slow-mo presentation that adds a slew of special moves like wall-walking. You also get to see those cool bullet effects from the flicks.

www.jetli.com
Jet Li's ultra-informative official website, complete with the latest *Rise to Honor* info.

IN MEMORIUM
Nutella (b. 9/25/01, d. 10/2/01)



GUNPLAY

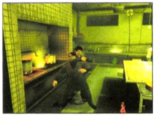
The game is more than martial arts
We know Jet Li primarily for his hand-to-hand fighting, but sometimes a fast-paced, high-energy gunfight is in order.

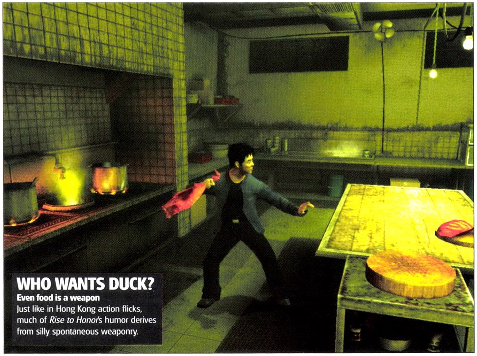
RISE TO HONOR

Hong Kong action on your PS2

Hard to believe, but no American-released videogame has ever touted itself as a veritable Hong Kong action movie. *Rise to Honor* changes that later this year by incorporating one of the genre's biggest stars. Jet Li may have gotten his start in movies you've never heard of, like *Dragon Kickboxer* and *Swordman II*, but roles in such films as *Lethal Weapon 4* and *The One* have elevated his worldwide popularity to Jackie Chan-like proportions. For *Rise to Honor*, the developers motion-captured Li's near-superhuman moves, rendered Kit Yun (the game's hero) to represent his likeness during gameplay, and even recorded his voice for the character, who travels from Hong Kong to San Francisco to carry out his crime lord of a boss's final wish. From what little we've seen, the resulting blend of beat-em-up martial arts and humor makes for one sweet action game.

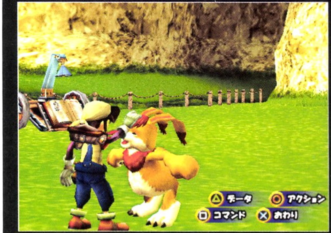
Publisher: Sony CEA **Developer:** Sony Foster City **Release Date:** Fall





WHO WANTS DUCK?

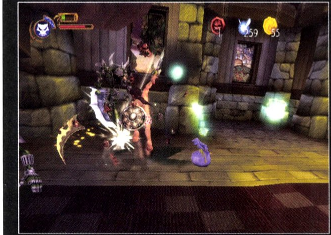
Even food is a weapon
Just like in Hong Kong action flicks, much of *Rise to Honor's* humor derives from silly spontaneous weaponry.

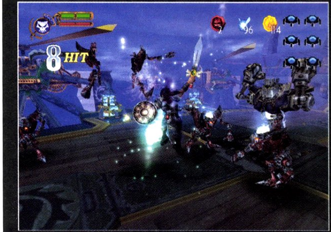


MONSTER RANCHER 4

Just a glance at these heartwarming screens is enough to make any *Monster Rancher* fan break out in a silly grin. The graphical update isn't the only change here, though—*Monster Rancher 4* also sports two hefty new features. First, you can train multiple monsters at once (it's about time!). Second, you can head off on an adventure with your beasties after you're done training and battling with them. Neat!

Publisher: Tecmo **Developer:** Tecmo **Release Date:** September



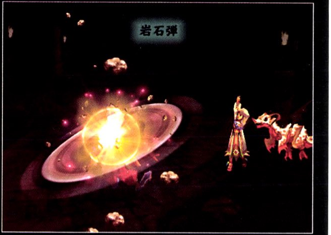


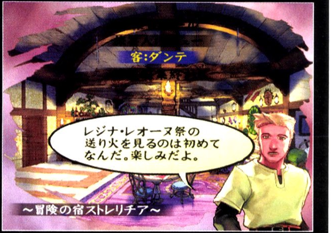
MAXIMO VS. THE ARMY OF ZIN

The original *Maximo* did little for us, but a number of hardcore gamers appreciated its 3D homage to the gameplay of *Ghosts 'N Goblins*. Well, the hero in heart-ed boxers returns this fall to take on the Army of Zin, an evil force comprised of 20 monster types. Twenty-six levels await Maximo, who'll move through six environments that each end with a colorful boss—and probably a big-breasted damsel in need of rescue.

Publisher: Capcom **Developer:** Capcom **Release Date:** Fall

DID YOU KNOW?
Before working on the *Syphon Filter* series, Eidetic developed *Bubsy 3D.*

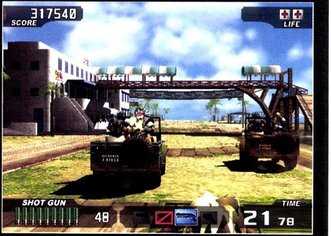



客:ダンテ
レジナ・レオーヌ祭の送り火を見るのは初めてなんだ。楽しみだよ。
～冒険の宿ストレリチア～

UNLIMITED SAGA

If there was ever a game the word "hardcore" was invented for, this is it. *Unlimited Saga* is about as niche as you can get. The story unfolds via static (but gorgeous) hand-drawn cut-scenes, movement occurs on what resembles an elaborate board game, battles are beyond complex, and each of the seven separate but intertwining quests will run you anywhere from a dozen to 60 hours.

Publisher: Square Enix **Developer:** Square Enix **Release Date:** June



TIME CRISIS 3

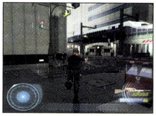
If you're lucky, your local arcade already houses this awesome update to Namco's light-gun series. If not, don't fret—it's but a half year away from release on your PS2. So, what's new in *Time Crisis 3*? Aside from a bright, new graphics engine, you can change your weapons (including a pistol, machine gun, shotgun, and grenades) on the fly, adding a whole new dynamic to the franchise's formula.

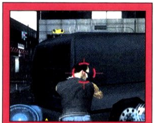
Publisher: Namco **Developer:** Namco **Release Date:** Fall

SYPHON FILTER
THE OMEGA STRAIN
Good-bye, Gabe...hello, online play!

Gabe Logan hates you. OK, maybe "hates" is a strong word, but he's certainly had enough of you controlling him in the first three *Syphon Filter* games. Now, for the series' first PS2 game, it's time for *him* to control *you* as your commanding officer. As an agent in the Agency (that's still the best name the government can come up for it, apparently), you use teamwork to thwart Chechnyan rebels who aim to sell the Omega Strain of the Syphon Filter virus to terrorists. And the cool thing about this teamwork? You can play with three others online through all 17 missions! No Network Adaptor? Don't worry—you can go at it solo. But Gabe Logan still hates you.

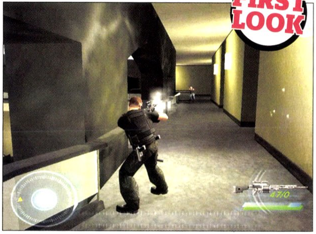
Publisher: Sony CEA **Developer:** Eidetic **Release Date:** Early 2004



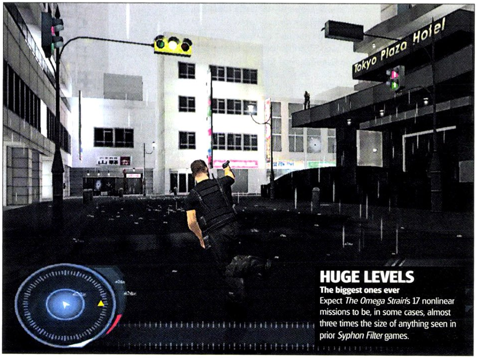


TARGETED ATTACKS

See an enemy ahead of you? Just target his neck (as in the screen above), walk up to him, and hear a nice loud snap. In other situations, you can still target unique body parts to better aim your attack.



FIRST LOOK



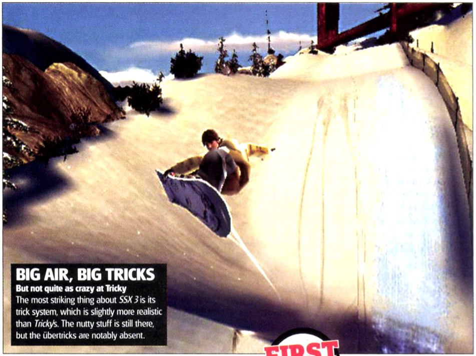
HUGE LEVELS

The biggest ones ever

Expect *The Omega Strain*'s 17 nonlinear missions to be, in some cases, almost three times the size of anything seen in prior *Syphon Filter* games.

SUPERFAN 99

Who made little Wayne's head bleed in the movie *Swingers*? *NHL 2K4* cover athlete Jeremy



BIG AIR, BIG TRICKS

But not quite as crazy at Tricky

The most striking thing about *SSX 3* is its trick system, which is slightly more realistic than *Tricky's*. The nutty stuff is still there, but the übertricks are notably absent.

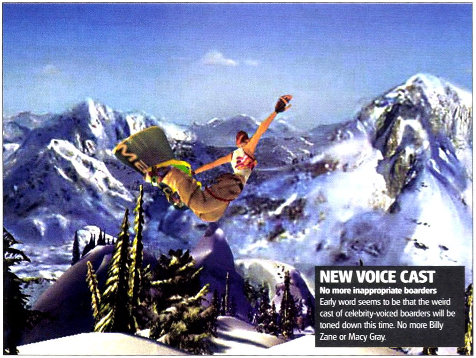
FIRST LOOK

SSX 3

It's not so Tricky this time

SSX Tricky remains one of PS2's most beloved games. Its gameplay has transcended extreme sports and has managed to attract all kinds of gamers. With the *SSX* games widely regarded as having the broadest appeal of just about any release on the system, the development team is now taking bold measures to make the series' third game an even bigger hit. How? By incorporating gameplay mechanics previously seen only in Rockstar's *Grand Theft Auto* titles. Buh? How does that work? Instead of a menu system for selecting races, in *SSX 3* you spend your entire time boarding down a single gigantic mountain. Throughout the environment, challenges ranging from straight races to trick contests present themselves. Simply join in and you're ready to hop onto the skilift, then slide farther down the hill to find another challenge.

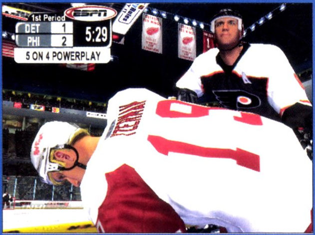
Publisher: EA Sports Big **Developer:** EA Canada **Release Date:** Fall

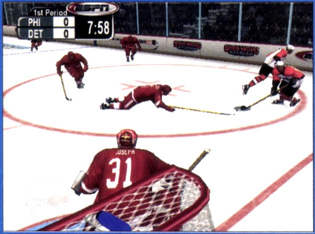


NEW VOICE CAST

No more inappropriate boarders

Early word seems to be that the weird cast of celebrity-voiced boarders will be toned down this time. No more Billy Zane or Macy Gray.

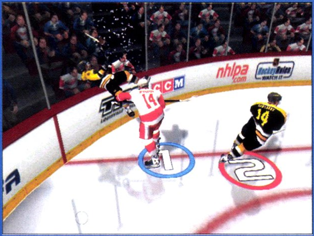




NHL 2K4

If you've been playing NHL videogames for the last decade but miss playing with your best rink-rat buddies ever since you moved from Walla Walla, fear not! *NHL 2K4* is going online! Even better? The commentary has been ramped up and the overall energy has been boosted. This means that when you score a Game 7-winning goal, the crowd cheers and the announcers get excited. Finally.

Publisher: Sega Sports **Developer:** Visual Concepts **Release Date:** September



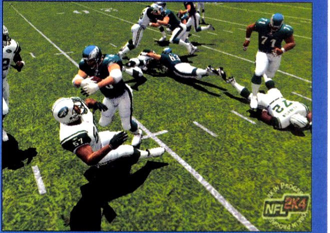
NHL HITZ: PRO

Why Midway has opted to make the next *Hitz* 5-on-5 is beyond us (focus tests, apparently). All hockey games are *already* arcadey, so the 3-on-3 was the one thing *Hitz* had over the others. We still expect *Pro* to be a total blast, though. The game includes full rosters for every team, new minigames, an upgraded Franchise mode with offensive and defensive strategies, and online play (yes!).

Publisher: Midway **Developer:** Midway **Release Date:** September

San Dimas High School football rules!

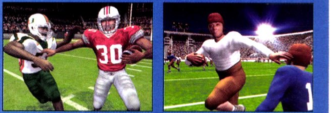
9/8 Date of *Monday Night Football*'s 2003 season debut, featuring the monsters of the NFC: Tampa Bay at Philadelphia.



NFL 2K4

You hated the playcalling in *NFL 2K3*, too, huh? Thankfully, this capable *Madden* challenger has cleaned up the mess, so it looks more like football than like an *X-Files* episode gone awry. You'll love the new training camp—missing from last year's game—and the 1,000-plus new animations including stop-and-go jukes, gang tackles, and sideline catches. And it's all ESPN-ified for your eyeball pleasure.

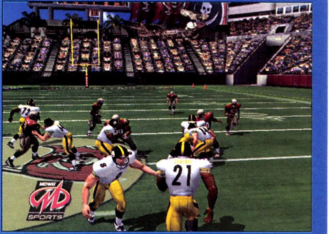
Publisher: Sega Sports **Developer:** Visual Concepts **Release Date:** August



NCAA FOOTBALL 2004

We all wanted online play in *NCAA Football 2004*—and we're getting it! Even better, like in the new *Madden*, you can use a headset to chat with other players around the globe. You don't need a Network Adaptor to get something new out of this version, though—you can still enjoy the pregame tunnel celebrations, play the 20 greatest games of the past 20 years, and even see fans tear down the goalposts after an upset win.

Publisher: EA Sports **Developer:** Tiburon **Release Date:** July



NFL BLITZ: PRO

In an effort to make its games more sim-oriented, Midway is turning *Blitz* into an 11-on-11 game. Mistake? Nope. The new game has an amped-up running game and more attributes per player—so Randy Moss is a *lot* better than Wayne Chrebet. The brilliant new online mode features leader boards, tourneys, and real-time weather through Intellicast.com. Put on your snowshoes for Lambeau, baby!

Publisher: Midway **Developer:** Midway **Release Date:** Fall

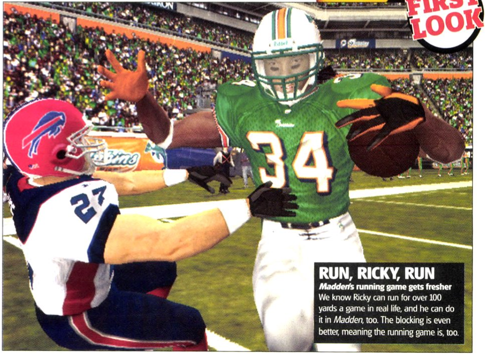
MADDEN NFL 2004

Surprise! There's a new Madden!

Every year, sports gamers wait around for...right-about-now to get their first *Madden* glimpse. With the new football schedule just released, we know you're already anticipating a chance to take down the Super Bowl-champion Buccaneers (how weird does that sound?). And while this is a tiny look at what will likely be another award-winning year for this 14-year veteran, it's good to know that the online gameplay will now feature new Quick Match voice chat along with online tournaments! For the non-online gamer, there's a new Owner mode (though EA hasn't yet told us what exactly that is).

Publisher: EA Sports **Developer:** Tiburon **Release Date:** August

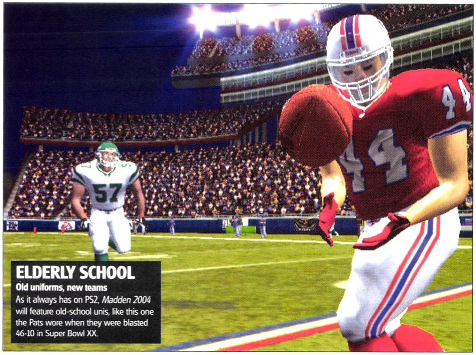
FIRST LOOK



RUN, RICKY, RUN

***Madden*'s running game gets fresher**

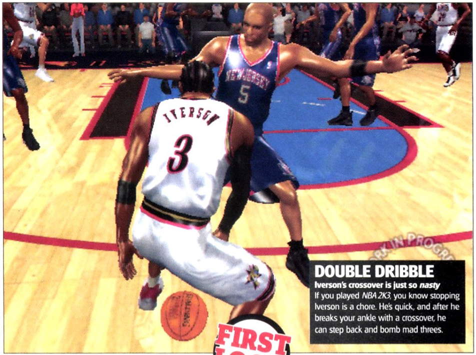
We know Ricky can run for over 100 yards a game in real life, and he can do it in *Madden*, too. The blocking is even better, meaning the running game is, too.



ELDERLY SCHOOL

Old uniforms, new teams

As it always has on PS2, *Madden 2004* will feature old-school unis, like this one the Pats wore when they were blasted 46-10 in Super Bowl XX.



DOUBLE DRIBBLE

Iverson's crossover is just so *nasty*

If you played *NBA 2K3*, you know stopping Iverson is a chore. He's quick, and after he breaks your ankle with a crossover, he can step back and bomb mad threes.

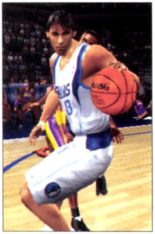
FIRST LOOK

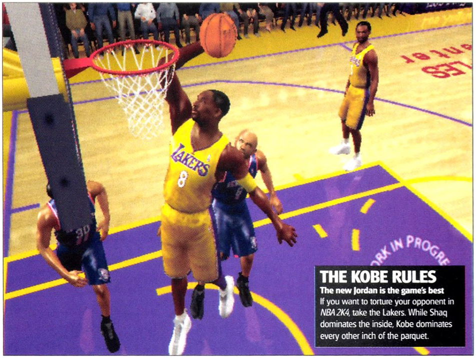
NBA 2K4

Is Kobe really better than A.I.? Yes.

While we're low on details about *NBA 2K4*, we know we're way excited to get our hands on this one. Yeah, it's more of a thinkin' man's hoops experience than *NBA Live* (which plays more like hockey than hoops), but it's still rewarding when you pop a two-pointer from inside the perimeter. Most b-ball games make it a dunk or three-ball competition. What we know about the new game is that you'll see more spectacular ESPN integration: A sharper look and new statistical overlays will amp up the TV presentation, following ESPN's lead all the way. We also know the newly overhauled Franchise mode allows for multiple human ballers. Meanwhile, some wisened-up CPU trade logic means you won't get Ray Allen for Tyronn Lue. Even if you ask nicely.

Publisher: Sega Sports **Developer:** Visual Concepts **Release Date:** September

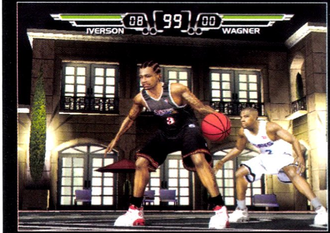


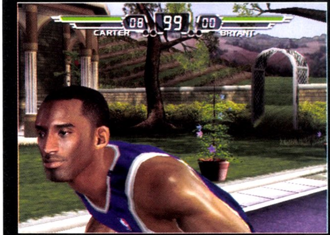


THE KOBE RULES

The new Jordan is the game's best

If you want to torture your opponent in *NBA 2K4*, take the Lakers. While Shaq dominates the inside, Kobe dominates every other inch of the parquet.

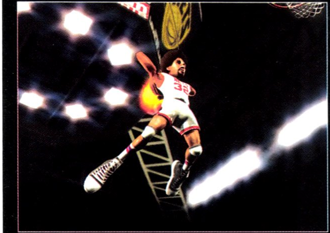




NBA BALLERS

Billed as MTV's *Cribs* meets the NBA, Midway's new b-ball game is all about determining the NBA's best baller (psst, save your money—it's Kobe). Play 1-on-1, 1-on-2, 1-on-3, or special-rules matches. There are more than 60 NBA players and 24 NBA legends, and the Create-a-Player mode is deep. The game looks sharp, but who's really been itchin' to play ball at an NYC mansion or a Miami nightclub?

Publisher: Midway **Developer:** Midway **Release Date:** October

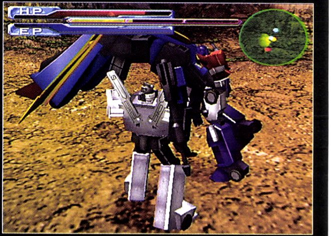


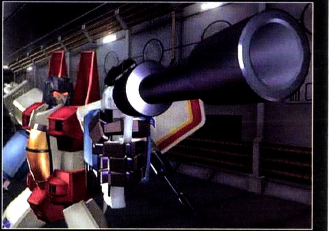
NBA JAM 2004

No fouls, no rules...and not much reason to play this over *NBA Street Vol. 2* as far as we can tell. But after a few *Jam*-less years (we'd rather forget *NBA Jam Extreme*), maybe we'll remember that elbowing down Vince Carter when he comes into the lane is reason enough to play this one. You can also access a cast of NBA legends, including Dr. J, Pistol Pete, and Wilt Chamberlain. Boom-shaka-laka!

Publisher: Acclaim **Developer:** Acclaim Austin **Release Date:** October

WE DIDN'T MISS MUCH
The only prior *Transformers* console game was this 1986 Japan-only Famicom (NES) title.

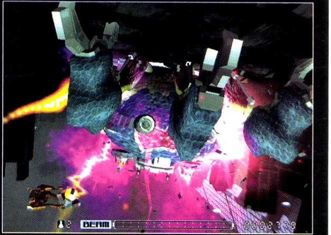




THE TRANSFORMERS

The screens above may offer more than meets the eye, but that doesn't mean your eyes deceive you. Yes, that *is* Starscream pointing a transformed Megatron at an Autobot primed to feel their Decepticonian wrath. This game deals with generation-one *Transformers* continuity—none of this *Armada* or *Beast Wars* crap—and will likely offer the best *Transformers* animation of any sort, ever. Let's just hope it comes here.

Publisher: Takara **Developer:** Winky Soft/Takara **Release Date:** TBA (Japan)



R-TYPE FINAL

As we reported last month, *R-Type Final* is indeed the final episode in the acclaimed shooter series. "We're saying this will be the last *R-Type* because we won't do another shooter with the *R-Type* name," says Producer Kazuma Kujo. "In other words, it'd be physically impossible for us to make a better *R-Type* game than *Final*. Of course, now we have to just make sure the game really is that good."

Publisher: Irem **Developer:** Irem **Release Date:** July (Japan)

FATAL FRAME 2

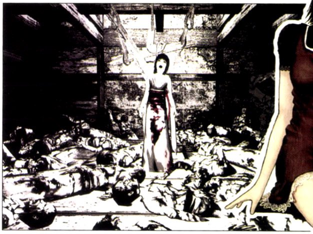
FIRST LOOK

Fear has a new dress

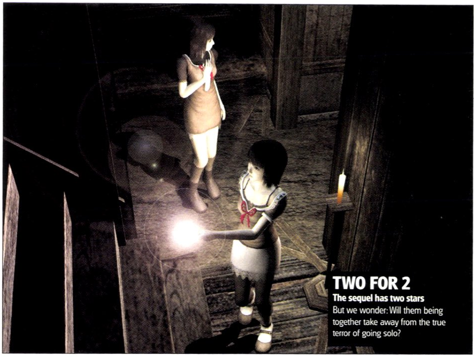
The *Silent Hill* series is scary, sure, but in a completely bizarre, *Jacob's Ladder* kind of way. And the *Resident Evils* have their share of creepy moments, but they're much more action-oriented—even campy at times. Never has a game truly terrified us more than *Fatal Frame*. With its classic haunted-house theme, the game proved itself a harrowing experience to anyone willing to turn off the lights, turn up the sound, play alone, and surrender to the story.

Come fall, you'll get a chance to double your trouble in the sequel. Starring twins Mio and Mayu (who appear to have a very, er, *special* relationship), *Fatal Frame 2* should address some of the difficulty and balancing issues that hurt the original. We hope the characters don't detract too much from the atmosphere.

Publisher: Tecmo **Developer:** Tecmo **Release Date:** Fall



TRUE STORY?
The original *Fatal Frame* boasted it was based on a true story—which turned out to be *very loose* retellings of three Japanese ghost stories. Can we expect anything like that for the sequel? We'll tell you when we know.



TWO FOR 2
The sequel has two stars
But we wonder: Will them being together take away from the true terror of going solo?

70 Minutes of in-game and original music you'll get on the *Silent Hill 3* soundtrack, which comes bundled with the game.

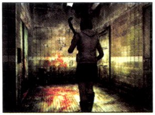
WILL WE EVER SEE IT?
Tomb Raider: The Angel of Darkness has been pushed back *again*. We've stopped caring about when it will actually come out.

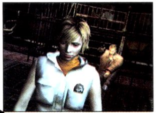
SILENT HILL 3

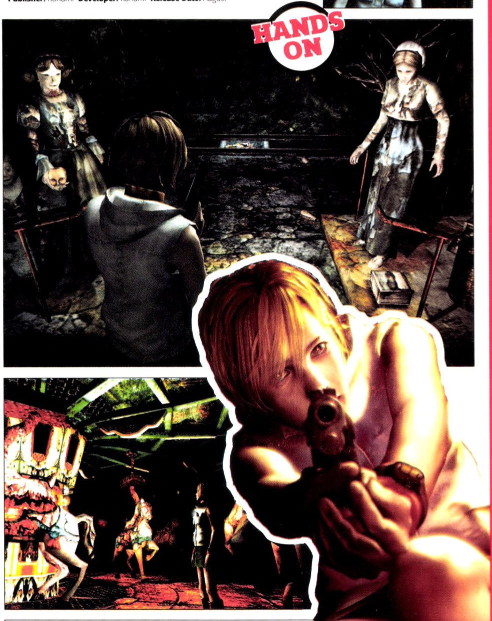
Better combat and improved puzzles

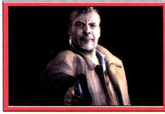
After playing a nearly complete version of *Silent Hill 3*, we know two things really set this installment apart from its predecessors: First, an ever-so-slightly rejiggered combat engine allows for effective strafing around opponents, which makes the close-quarter fights more interesting than those in the previous installment. This is a very good thing, considering the variety of weapons provided. Besides the usual shotgun, revolver, knife, and lead pipe, a nifty new katana yields a great crunching sound when it hits the innards of the various monstrosities littering the game's grimy settings. Second, the truly excellent puzzles are the series' best by far. They fit extremely well into the game's flow and are considerably more logical than those in earlier *Silent Hills*.

Publisher: Konami **Developer:** Konami **Release Date:** August









FRIEND OR FOE?

During the first five hours of the game, you meet only three characters (not counting the various monsters, of course): this distressed private eye, an occult leader named Claudia, and an off-his-rocker professor.

COMING SOON

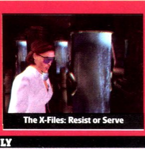
The latest on what's coming out and when. (Just remember that no release date is ever final!)

MAY

.hack//MUTATION	Bandai	Pseudo-MMORPG, part 2
Enter the Matrix	Atari	Take the red pill
Evil Dead: A Fistful of Boomstick	THQ	Slaughter the Deadites
Finding Nemo	THQ	Disney/Pixar–type action
The Hulk	Black Label	Hulk smash!
Indiana Jones: Emperor's Tomb	LucasArts	Archaeology
Magic Pengel: The Quest for Color	Agetec	We still prefer "Color Quest"
Mission: Impossible–Op. Surma	Atari	Spy game
Pro Bass Challenge	Natsume	At last...more fishing
Return to Castle Wolfenstein	Activision	First-person shooter
RTX: Red Rock	LucasArts	Save a Martian colony
Smash Cars	Metro3D	R/C racing done right
Speed Kings	Acclaim	Street biking

JUNE

Arc the Lad: Twilight of Spirits	Sony CEA	An Arc RPG for just 40 bucks
Big Mutha Truckers	Empire	Who gives a truck?
Charlie's Angels	Ubi Soft	Play with Cameron Diaz
Dungeons & Dragons: Heroes	Atari	Four-player D&D
F1 Career Challenge	EA Sports	F1 goes yearless
Freestyle MetalX	Midway	"Tony Hawk" meets "MX"
IndyCar Series	Codemasters	IndyCar racing
Mace Griffin: Bounty Hunter	Black Label	First-person shooter
Reel Fishing III	Natsume	It's real reel fun (maybe)
Space Channel 5	Agetec	Ulala! Finally!
SRS: Street Racing Syndicate	3DO	Race for babes
Summer Heat Beach Volleyball	Acclaim	Beach v-ball hits PS2
SX Superstar	Acclaim	The motocross lifestyle
Wakeboarding Unleashed	Activision	Wakeboarding
The X-Files: Resist or Serve	Sierra	Survival horror



The X-Files: Resist or Serve

SRS: Street Racing Syndicate

JULY

Ape Escape 2	Ubi Soft	Monkey catching returns
Downhill Domination	Sony CEA	Mountain biking
Dragon's Lair 3D	Encore	You can control Dirk now
Freaky Flyers	Midway	Aerial kart-racing
Fugitive Hunter	Infogrames	Fugitive hunting
The Great Escape	Gotham	Steve McQueen escapes again
NCAA GameBreaker 2004	Sony CEA	Can 989 recover its fumbles?
NCAA Football 2004	EA Sports	Now online
Silent Line: Armored Core	Agetec	aka Armored Core 3
Space Channel 5 Part 2	Agetec	Ulala's encore boogie
Splashdown 2	THQ	More great racing (and water!)
Unlimited Saga	Square Enix	One *hardcore* RPG

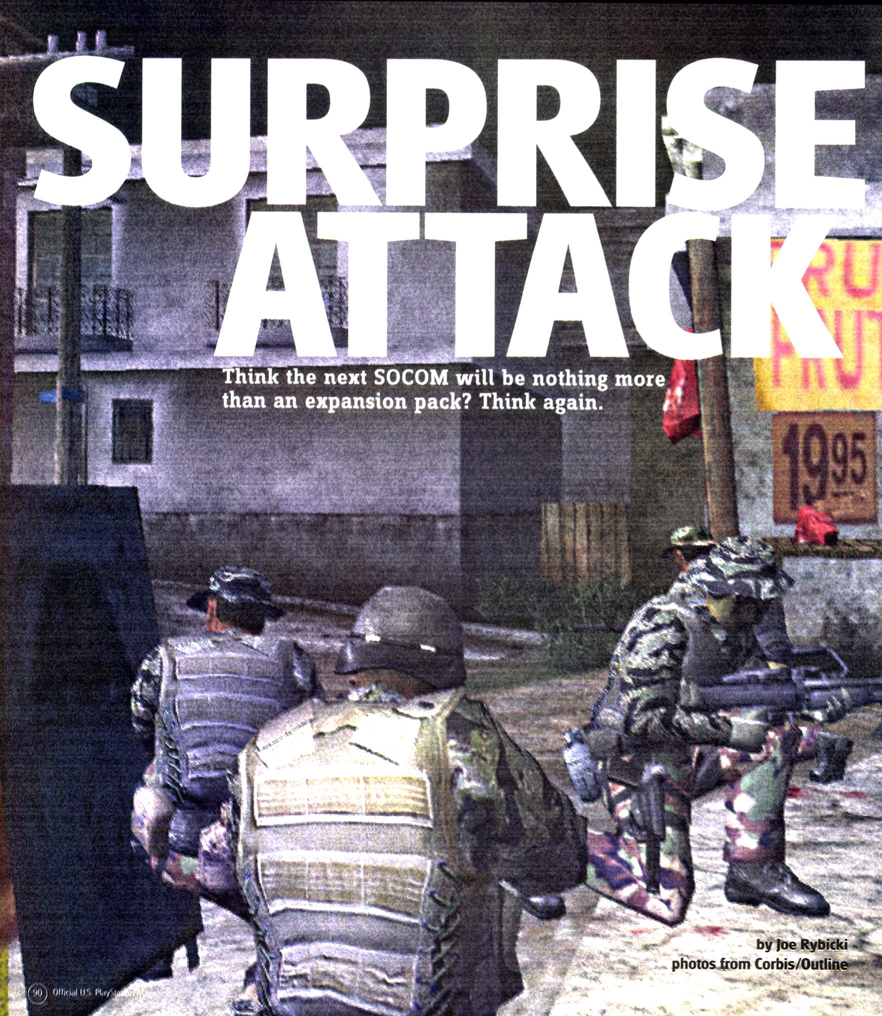
FUTURE RELEASES

.hack//OUTBREAK	Bandai	Pseudo-MMORPG Part 3
.hack//QUARANTINE	Bandai	Yep—another one
Final Fantasy X-2	Square Enix	Babe-alicious RPG
Freedom: Soldiers for Liberty	EA	Squad combat, comrade
Gladius	LucasArts	Strategic gladiating
Hunter: The Reckoning–Wayward	Interplay	Hack-n-slash
Jacked	3DO	Scratch your road rash
The Lost	Crave	Go to hell
MTV's Celebrity Deathmatch	Gotham	Destroy Carrot Top!
Pitfall Harry	Activision	The Pitfall series reborn
Risk	Infogrames	Board game on your PS2
Soul Calibur II	Namco	Greatest fighter ever?
Star Ocean: Till the End of Time	Enix	An RPG you'll play for that long
True Crime: Streets of L.A.	Activision	Fight crime in Los Angeles

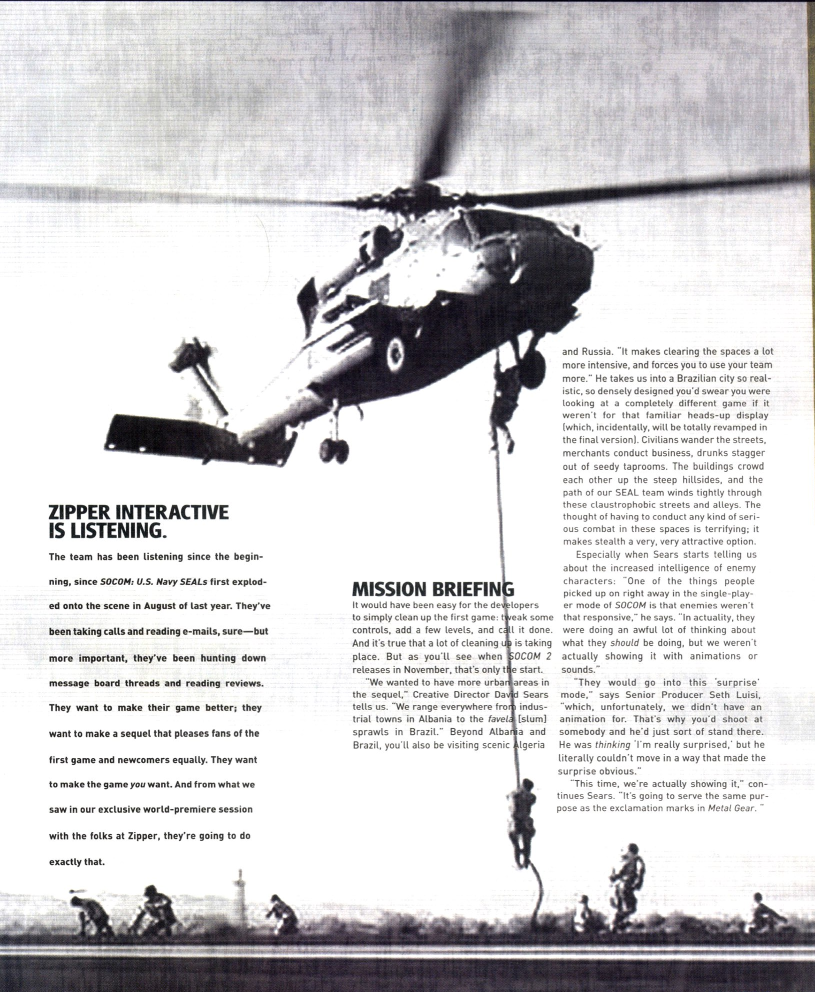
SOCOM 2: U.S. NAVY SEALS

SURPRISE ATTACK

Think the next SOCOM will be nothing more than an expansion pack? Think again.



by Joe Rybicki
photos from Corbis/Outline



ZIPPER INTERACTIVE IS LISTENING.

The team has been listening since the beginning, since *SOCOM: U.S. Navy SEALs* first exploded onto the scene in August of last year. They've been taking calls and reading e-mails, sure—but more important, they've been hunting down message board threads and reading reviews. They want to make their game better; they want to make a sequel that pleases fans of the first game and newcomers equally. They want to make the game *you* want. And from what we saw in our exclusive world-premiere session with the folks at Zipper, they're going to do exactly that.

MISSION BRIEFING

It would have been easy for the developers to simply clean up the first game: tweak some controls, add a few levels, and call it done. And it's true that a lot of cleaning up is taking place. But as you'll see when *SOCOM 2* releases in November, that's only the start.

"We wanted to have more urban areas in the sequel," Creative Director David Sears tells us. "We range everywhere from industrial towns in Albania to the *favela* [slum] sprawls in Brazil." Beyond Albania and Brazil, you'll also be visiting scenic Algeria and Russia. "It makes clearing the spaces a lot more intensive, and forces you to use your team more." He takes us into a Brazilian city so realistic, so densely designed you'd swear you were looking at a completely different game if it weren't for that familiar heads-up display (which, incidentally, will be totally revamped in the final version). Civilians wander the streets, merchants conduct business, drunks stagger out of seedy taprooms. The buildings crowd each other up the steep hillsides, and the path of our SEAL team winds tightly through these claustrophobic streets and alleys. The thought of having to conduct any kind of serious combat in these spaces is terrifying; it makes stealth a very, very attractive option.

Especially when Sears starts telling us about the increased intelligence of enemy characters: "One of the things people picked up on right away in the single-player mode of *SOCOM* is that enemies weren't that responsive," he says. "In actuality, they were doing an awful lot of thinking about what they *should* be doing, but we weren't actually showing it with animations or sounds."

"They would go into this 'surprise' mode," says Senior Producer Seth Luisi, "which, unfortunately, we didn't have an animation for. That's why you'd shoot at somebody and he'd just sort of stand there. He was *thinking* 'I'm really surprised,' but he literally couldn't move in a way that made the surprise obvious."

"This time, we're actually showing it," continues Sears. "It's going to serve the same purpose as the exclamation marks in *Metal Gear*."

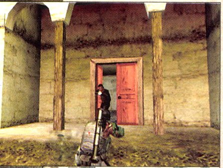
INTELLIGENCE REPORT

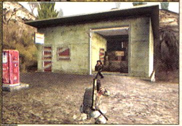
By now, we're wandering into the turf controlled by Mike Gutmann, the senior software engineer and the guy responsible for programming computer-controlled behavior. "One of the keys to showing the depth of behaviors enemies have," says Gutmann, "is using more animation, more voice. Now, whenever two or three A.I. characters get close enough, and they haven't talked to each other in a while, they might form a group and have a conversation about themselves. So you can expect a lot more group interactivity in terms of ambience—and also when they're attacking you. They'll work in groups better."

Uh oh.

"Also, when you're shooting at them, they're not going to want to stand still," Gutmann continues. "If they're getting shot at, they'll head for cover pretty quickly. They're definitely more aware of the power of bushes now."

"We have a new way to handle transparency for things like bushes and trees," says Brian Soderberg, Zipper's chief technical officer. "So there's quite a bit more vegetation. That means better places to hide."





And your enemies will use whatever cover they can find. "They actually anticipate when they need to reload," Sears chimes in, "and just before they need to reload, they start moving toward cover, reloading on the way. It totally changes the way A.I. handles combat."

"We looked at a lot of the things that happened in multiplayer," Gutmann says. "That's a great tool, because that's the kind of thing that people want to see in terms of the way A.I. characters behave. But definitely the biggest thing is conveying to the player what the A.I. characters are doing."

COMMAND DECISION

What *are* the A.I. characters doing? The short answer: a whole damn lot more than in the first game.

"We're doing a lot more ambient animation with our enemies," Sears tells us. "We want to make the world even more believable by giving the enemies things to do. We don't want the Terrorists to be nearly as generic as they were in the first game, so there's going to be a lot more background, a lot more story—more personality. So you'll get to know the people you're about to shoot."

This improved intelligence and expanded background aren't just limited to enemies, either. Your own allies will enjoy the same improvements. Guess what that means?

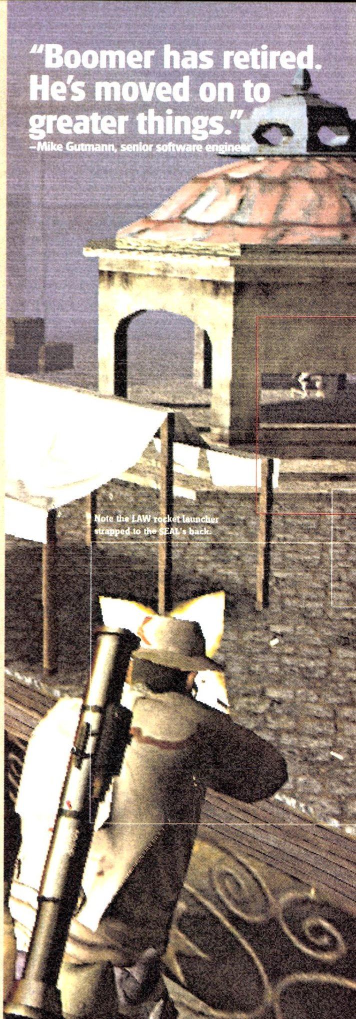
"Boomer has retired. He's moved on to greater things," Gutmann says with a grin. ("He's a security guard at the mall," mutters Zipper President Jim Bosler.) "The guy taking his place will do a much better job in that capacity."

That's almost all we need to hear, but we decide to stick around anyway. And it's a good thing, because we get a lot more details about our new allies. "We really wanted to make the team appear more intelligent and be more useful," Gutmann says. "They're going to be a lot more supportive, a lot stealthier, and they'll appear to react more intelligently to what's going on in the environment."

"If a guy's in 'Hold fire' mode, for example," says Sears, "and he observes the motion of an enemy, he'll say, 'I've got a shot, sir. Should I take it?' He's going to prompt you to command him. And if you leave him alone, he's going to wait until the enemy's awareness escalates to the point that the enemy is ready to shoot you, and he'll say, 'I'm going to have to take the shot.'"

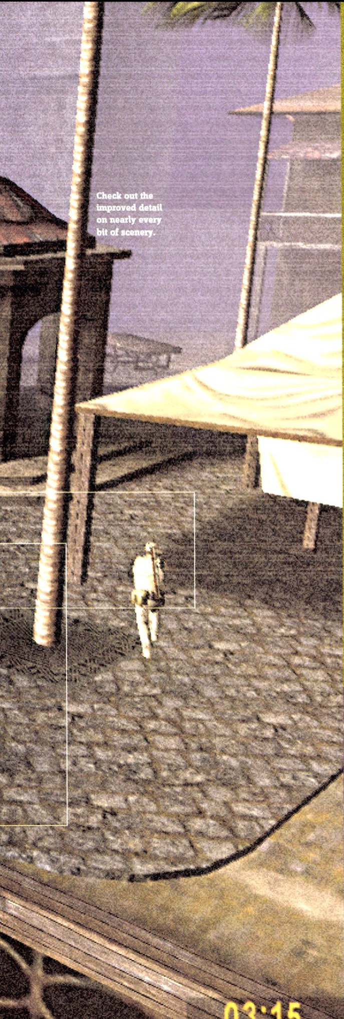
"We're also going to loosen up the controls," continues Gutmann, "so that you can control Jester, the guy who's taking Boomer's place as Able 2. In the past, you couldn't tell him to hold position while you went off on your own; we're going to loosen that up so that you can have him stay in place while you wander up to 30 feet away."

In addition, *SOCOM 2* will include some new team commands. "'Get down!' makes your team all drop to the ground and take cover right there, very quickly," says Gutmann. "There's also an 'Overwatch' command, where you act as a sniper, and Jester will shout out targets for you. So he'll say 'Target, 30 yards, one o'clock' and once you take that guy out, he'll point out the next target."



"Boomer has retired. He's moved on to greater things."
—Mike Gutmann, senior software engineer

Note the LAW rocket launcher strapped to the SEAL's back.

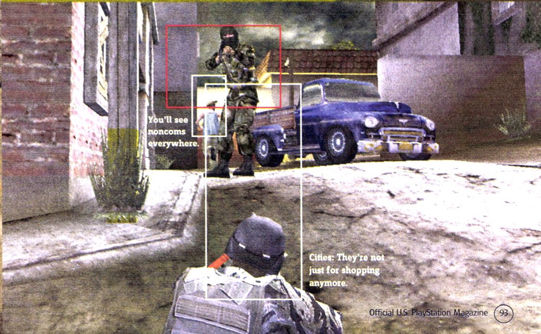

Check out the improved detail on nearly every bit of scenery.

HERE COMES THE CAVALRY

If all this talk about *SOCOM 2* has you nervous that the first game will fall quickly by the wayside, never fear—Zipper isn't about to forsake the million-plus people who bought *SOCOM*. Meaning no, they're not going to take the original servers down, and no, they're not going to start charging you to play online. In other words, they're not going to screw you. In fact, they rather like you. Don't believe us? Check out the work that's still being done on the original game.

"We are in the process," Seth Luisi tells us, "of implementing an updated server that will re-enable ladder rankings. [It should be in place, in fact, by the time you read this.] Hitting 13,000 players does a lot to our system, and it's not as easy as just adding more machines. We had to really dig in and find out where the bottlenecks are, and then address them individually. One bottleneck happened when people brought up the whole ranking ladder—it was affecting other things, causing people to be randomly disconnected from the game. But we have a substantial amount of resources working on the servers—about seven people whose entire full-time job is to make sure that these servers get upgraded and all these bottlenecks get fixed."

OK, yes, in an ideal world, those server issues shouldn't have happened in the first place. But it's not just server issues that are keeping the *SOCOM* team busy. "We're also working a lot on expanding the community element of the first game," says Luisi, "by having more Web support. It's still in the planning stages, but we hope to have ladder rankings online on a web page, and to have updates about what we're working on—basically, to put out more information for the *SOCOM* community. It's something we hope to roll out pretty soon."


You'll see noncoms everywhere.

Cities: They're not just for shopping anymore.

SOCOM 2: U.S. NAVY SEALS

LOCK AND LOAD

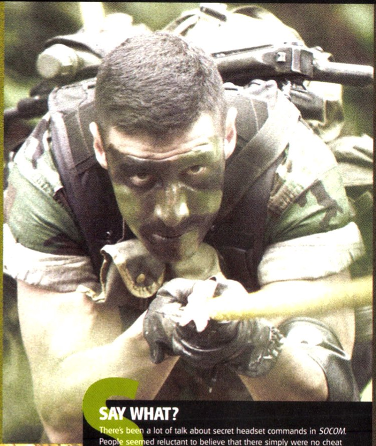
But these aren't the only things that will affect the way you carry out your missions; new firepower will make a substantial difference, too. "We're including three different types of shotguns," says Sears, "ranging from pump-action to full-auto. We're also including rocket launchers for both the Terrorists and the SEALs."

"These will be available in multiplayer on a map-by-map basis," Luisi says. "We don't want to include them on the smaller maps, but on the bigger maps, where there's more room, we plan on including those. And the M203 grenade launcher as well."

"That's right," says Sears, "you get the grenade launchers that we kept out of multiplayer in the first game. But we'll be treating all these things realistically. For example, the LAW [light antitank weapon, i.e., a big freakin' rocket launcher] is only a single-fire weapon. So when the SEALs use it, they can only fire one shot, and then they discard it. We're even going so far as to include the ubiquitous and much-loathed PMN antipersonnel mine for the Terrorists," he continues, "which is going to help us balance the nastiness level for each side in multiplayer."

Yes, we can see you salivating for more multiplayer info. Be patient; we're getting to it. First, a few more words about weapons:

"We're including manned turrets," Sears tells us, "so you can jump aboard some really nasty, really powerful machine-gun types. We're using a common Russian model, but we're also including a .50-cal and a multiple-grenade-launcher turret as well—possibly more. We'll have those in single-player and multiplayer. They're going to play a major role in multiplayer, because by getting to the turret and then protecting the guy who's using it—you'll be able to really hold a significant part of the map."

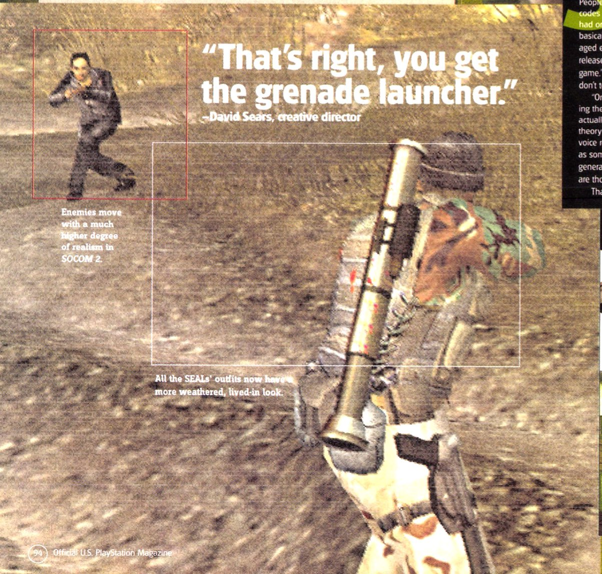


SAY WHAT?

There's been a lot of talk about secret headset commands in *SOCOM*. People seemed reluctant to believe that there simply were no cheat codes or Easter eggs in the game—so they just invented them. "We had only two secret commands," David Sears says, "and they were basically the same: 'Get down!' and 'Drop your weapon!' These encouraged enemies to surrender. But just a couple weeks after the game was released, we saw a list of 10 secret commands [supposedly] in the game." These include such gems as "Team, commit suicide," "Don't ask, don't tell," "Bravo, get naked," and even "Able, kill me." (Ahem.)

"One of the funny things about that," says Jim Bosler, "is that, reading the bulletin boards, you'll find people who swear these commands actually exist, that if you just shout it loud enough, they'll obey." Our theory: These commands do actually do *something*...it's just that the voice recognition system hears a command like "Team, commit suicide" as something like "Team, deploy C4." And the commands that seem to generate some sort of sensible (or humorously nonsensical) response are those that circulate on the message boards.

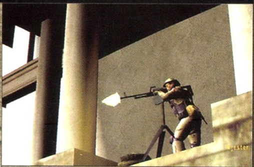
That said, there will be at least six hidden commands in *SOCOM 2*.

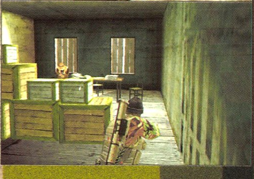


"That's right, you get the grenade launcher."
–David Sears, creative director

Enemies move with a much higher degree of realism in *SOCOM 2*.

All the SEALs' outfits now have a more weathered, lived-in look.





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PS2 DEMO DISC PLAYABLES: The Getaway, Dark Cloud 2, NBA ShootOut 2003, Ratchet & Clank, ATV: Quad Power Racing 2, Black & Bruised, Run Like Hell: Hunt or be Hunted, Shaun Murray's Pro Wakeboarder, Def Jam Vendetta
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DEMOS: Oddworld: Abe's Exoddus, NFL Blitz, Bust-a-Move 4, R4: Ridge Racer Type 4, Elmo's Letter Adventure

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DEMOS: GT 2, Madden NFL 2000, NFL GameDay 2000, NCAA Game Breaker 2000, Cool Boarders 4

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DEMOS: Tomba! 2, Tomb Raider The Last Revelation, SuperCross Circuit, MTV Sports Snowboarding

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DEMOS: Syphon Filter 2, Crash Team Racing, NCAA Final Four 2000, Spyro 2, Silent Bomber, Twisted Metal 4

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DEMOS: X-Men Mutant Academy, Threads of Fate, WWF SmackDown!, Gauntlet Legends, Grind Session

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DEMOS: Tony Hawk's Pro Skater 2, Legend of Dragoon, MLB 2001, Mr. Driller, Star Trek Invasion

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WHO WANTS TO BE A MILLIONAIRE
DEMOS: Star Wars Episode 1: Jedi Power Battles, Tenchu 2, WDW: Magical Racing Tour, Destruction Derby Raw, Play with the Teletubbies

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SOUL REAVER 2
DEMOS: Grind Session, Rayman 2: The Great Escape, Ms. Pac-Man Maze Madness, Dave Mirra Freestyle BMX, Tyco R/C Racing

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STAR WARS
DEMOS: Bust-A-Groove 2, RC Revenge, Team Buddies, Sydney 2000, Muppet Monster Adventure, Sno-Cross Championship Racing

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PS2 REVEALED
DEMOS: Crash Bash, Incredible Crisis, Jarrett & LaBonte Stock Car Racing, Spyro: Year of the Dragon, UFC VIDEOS: Metal Gear Solid 2

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CRASH BASH
DEMOS: Madden NFL 2001, Star Wars Demolition, MTV Sports Pure Ride, Mat Hoffman's Pro BMX, Disney's The Emperor's New Groove

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GRAN TURISMO 3
DEMOS: Driver 2, Spider-Man, The Grinch, 102 Dalmations, Army Men Air Attack 2

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Z.O.E.
DEMOS: Spyro: Year of the Dragon, Star Wars Demolition, Crash Bash, Cool Boarders 2001, You Don't Know Jack, Mort the Chicken

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EA SPORTS BIG
DEMOS: CTR: Crash Team Racing, Hot Shots Golf 2, Grind Session, Disney's Tarzan

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TWISTED METAL: BLACK
DEMOS: Championship Surfer, Power Spike Volleyball, Tigger's Honey Hunt

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MOH: FRONTLINE
DEMOS: Cool Boarders 2001, MediEvil 2, Legend of Dragoon, Emperor's New Groove, Metal Gear Solid, Legacy of Kain, Ape Escape, Tekken 3, Syphon Filter 2

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DARK CLOUD
DEMOS: Grind Session, Hot Shots Golf, Dino Crisis, Klonoa

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TOMB RAIDER
DEMOS: Tomb Raider II, III & Last Revelation, Alone in the Dark, Gran Turismo 2, Dave Mirra: Maximum Remix, Aladdin in Nasira's Revenge

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FINAL FANTASY
DEMOS: Final Fantasy VIII VIDEOS: Final Fantasy VII, FFIX, FF Tactics, Klonoa 2, Star Wars: Super Bombad Racing VIDEOS: Final Fantasy trailer

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ICO
DEMOS: Mat Hoffman's Pro BMX VIDEOS: Disney's Atlantis: The Lost Empire, Okage: Shadow King, Escape from Monkey Island, Drakan II, Legion: The Legend of Excalibur

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SILENT HILL 2
DEMOS: Cool Boarders 2001, Ico, Klonoa 2: Lunatea's Veil, Gauntlet: Dark Legacy, Star Wars: Super Bombad Racing, Portal Runner, Legacy of Kain: Soul Reaver, Spy Hunter

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GRAND THEFT AUTO III
DEMOS: Spider-Man 2, X-Men: Mutant Academy 2, Barbie Explorer, Crash Bandicoot: WARPED, Spyro: Year of the Dragon, Twisted Metal 2, Syphon Filter 2, Tekken 3
VIDEOS: Dragon Warrior VII, Syphon Filter 3

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METAL GEAR SOLID 2
DEMOS: NBA Street, Kinetica, Extermination, Gallop Racer 2001 VIDEOS: Jak and Daxter: The Precursor Legacy, Ico, GameDay 2002, Kinetica

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JAK AND DAXTER
DEMOS: Monsters, Inc., Sheep Raider, Mary Kate and Ashley's Crash Course, Jumpstart Wild Safari Field Trip
VIDEOS: Harry Potter and the Sorcerer's Stone, NBA ShootOut 2002

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FINAL FANTASY X
DEMOS: Okage: Shadow King, SSX Tricky, Final Fantasy X, TimeSplitters 2, Dynasty Warriors 3, Crash Bandicoot: The Wrath of Cortex
VIDEOS: Batman: Vengeance, Splashdown, Tony Hawk's Pro Skater 3

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TOMB RAIDER: TNG
DEMOS: Sheep Raider, Monsters, Inc., Twisted Metal: Small Brawl, Scooby-Doo and the Cyber Chase, E.T.
VIDEOS: Batman: Vengeance, Tony Hawk's Pro Skater 3, Jak and Daxter

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VIRTUA FIGHTER 4
DEMOS: Maximo, Soul Reaver2, PaRappa the Rapper 2, Frequency, Gitaroo Man, Airblade
VIDEOS: Virtua Fighter 4, Grand Theft Auto III, Smuggler's Run 2, Herdy Gerdy

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SPIDER-MAN
DEMOS: Hot Shots Golf 3, Rez, Jak and Daxter, Baldur's Gate, SSX Tricky
VIDEOS: Spider-Man, Barbarians, Jak and Daxter

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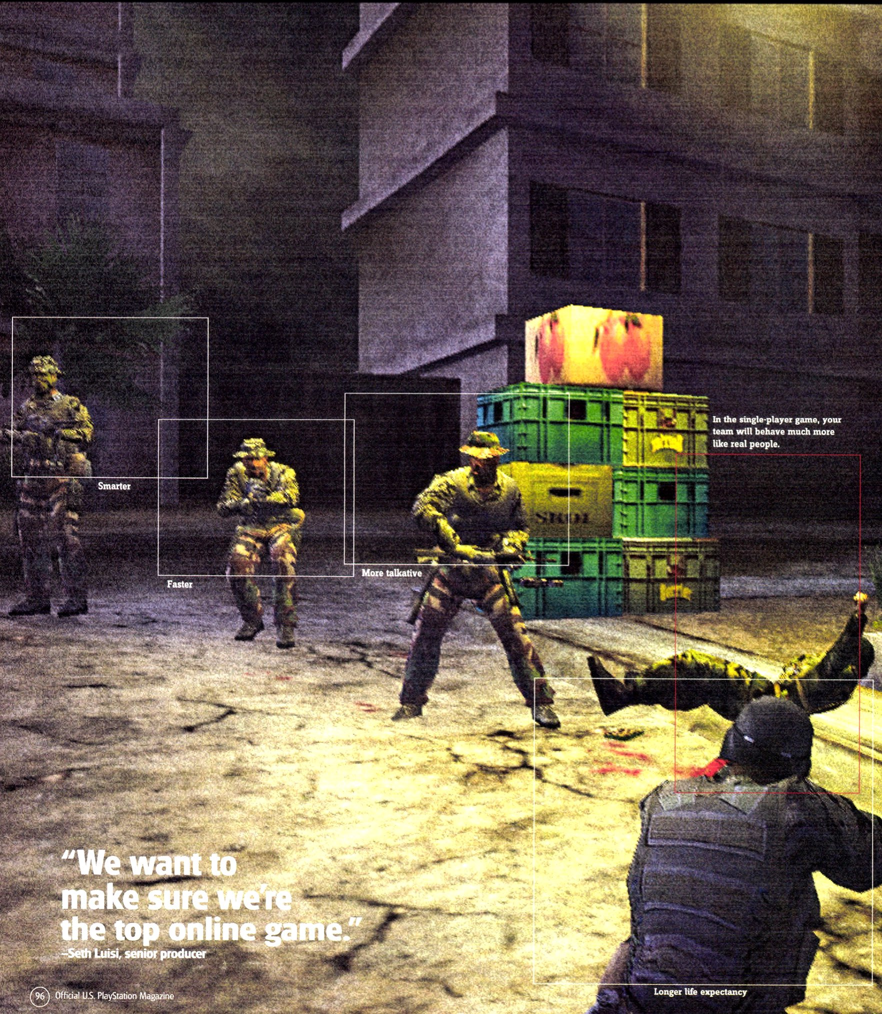
STAR WARS
DEMOS: Medal of Honor: Frontline, Fatal Frame, Herdy Gerdy, Mad Maestro!, Pirates: The Legend of Black Kat
VIDEOS: Delta Force Urban Warfare, Scooby-Doo, Stuntmaner's Stone, NBA ShootOut 2002

SOCOM 2: U.S. NAVY SEALS


Smarter
Faster
More talkative
Longer life expectancy

In the single-player game, your team will behave much more like real people.

"We want to make sure we're the top online game."
–Seth Luisi, senior producer

WET AND WILD

Here's something that's been bugging us for a good year now. An integral part of the SEAL repertoire (and, incidentally, the SEAL name) is the idea of *sea* missions. Why hasn't Zipper included water-based missions in the game? "SEALs do use water a lot for insertions and extractions," says David Sears, "but the types of missions they would actually undertake *in* water are pretty limited—mining docks or ships, that kind of thing. It takes a really long time, and it's very boring. Most of the time, they're just counting and looking at this little dive board. So the payoff for building a whole swimming system would be pretty small. But who knows? Technologically, it's not impossible. Maybe that's something for the next game."

CONTACT ESTABLISHED

Oh yes, multiplayer. At last we meet again. This is arguably the most important feature of *SOCOM 2*. As great as the single-player game may be, nothing's going to stop the universal howl of dismay if the game doesn't deliver the multiplayer goods. Please allow us to set your mind at ease. Online play is going to rock even harder than before.

And that's saying quite a lot: *SOCOM* now sports 12 to 13,000 simultaneous users during the peak hours from 6:00 p.m. to 10:00 p.m. Eastern time. That's more than any similar PC game except the ubiquitous *Counter-Strike*. The only games that rate significantly higher are massively multiplayer RPGs—which can *only* be played online.

Furthermore, there are over 300,000 active login names in the *SOCOM* database (names that expire after a month of inactivity). Fifty to 60,000 people play every day. And on the weekends, the *average* play time is over three hours. That's a damn long time.

In other words, the online mode of *SOCOM* is fairly popular.

And the designers are well aware that they need to raise the bar even higher the second time around. This is where all that listening they did really starts coming into play. Just as an example, when we went to visit Zipper, we brought a printout of the longest "*SOCOM 2* wish list" thread on our message board. As we went through the presentation, we put check marks next to the improvements that were definitely going in. By the end of the day, over half of the items had check marks next to them—and most of the others were being considered. Didn't we tell you they've been listening?

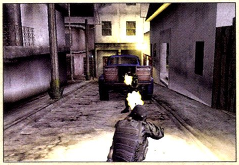
"We want to make sure that when we release *SOCOM 2,* we're the top online game," says Luisi. "So we're focusing on adding more community features and making them easier to use. We plan on adding clan rankings and the ability to set up Spectator passwords for clan games, so Spectators can come in and watch a clan match."

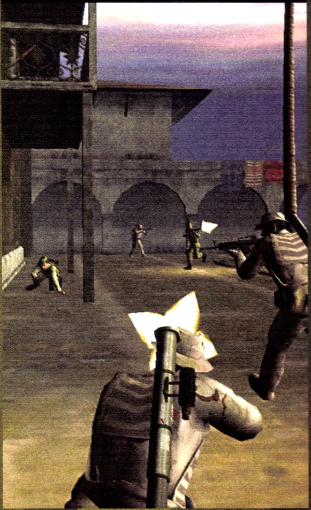
VISUAL RECONNAISSANCE

Wait, what? Spectators? Since when is *SOCOM* a spectator sport? "We're adding a Spectator mode," he continues, "where you can join a game and just watch. And we're going to do a lot for the observation modes, both when you're dead and when you join as a Spectator. You'll see all the stats of the people who are playing; you'll be able to see the players' descriptions, what clan they're in, that sort of thing. Even while you're still in the game there will be a lot more information on the Stat screen, like who on your team is dead. We're going to do *a lot* to improve the presentation."

As if our heads weren't spinning enough, Luisi keeps firing improvements at us: "We're adding a Friends list, so you can see what game your buddies are in. We'll also have an Ignore list. And, of course, we're working a lot on chat stuff. For voice chat, we're definitely going to show who's talking—you'll get the person's name next to the voice icon. The voice quality is also going to be much improved over the first game. Plus, we'll have the ability to adjust the mic sensitivity and volume."

Had enough? No? How about this: "We're going to add voice chat in the game lobby; you'll be able to talk to all 16 players while you're waiting to start the game. We're also planning to set it up so that when 80 percent of the players have clicked Ready, the game will launch, so you're not waiting for that one last person to launch the game. And we'll make it so you can mute players in a game, so if someone's being obnoxious over the headset, you don't have to hear it."





SOCOM 2: U.S. NAVY SEALS

FIELD PROMOTION

And the hits just keep coming: "We're improving the ladder rankings to make them more fair," Luisi continues. "We don't want them to be as heavily based on how long somebody's been playing. We're going to try to do our best to make it representative of the quality of the player."

"You'll be able to move up higher if you beat somebody who's better than you," Soderberg tells us, "than if you beat somebody who's worse than you."

"You'll probably get a rank like the Naval ranks we used for completing *SOCOM*," Luisi continues. "And we'll have rooms limited to ranks, so that if you join and you're an Ensign, you can play in an Ensigns-only room—so the higher-level players can't jump in and beef up their scores. That should help a lot with the learning curve, which was an issue with the first game."

AREAS OF OPERATION

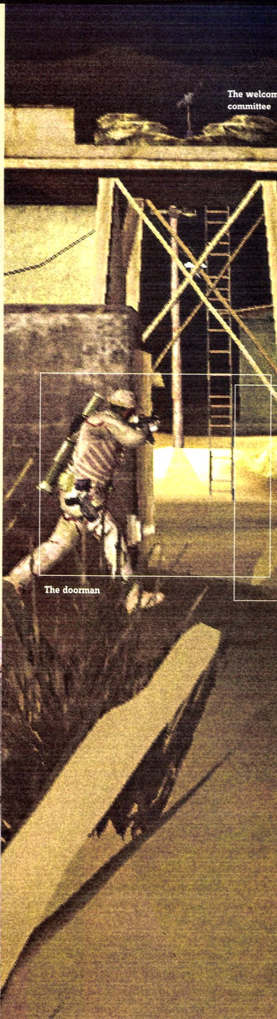
Let's pause to take a breath and point out that many of these items are, in a sense, peripheral. It could be argued that these are things that should have been in the first game anyway. What about more fundamental changes? Zipper has that covered, too. "We'll be putting two new mission types in there," Luisi tells us: "Breach is a game where the Terrorists have a fortress and the SEAL team has to plant a bomb inside the fortress. But they also have to blow up certain walls [there will be a lot more to destroy in the environment, a lot of hidden passages where you'll have to blow something up] or complete certain objectives to get to that spot, so it's much more of an interactive, multiple-objective thing. It takes a lot more teamwork."

"The other one is called Escort, where the SEALs start with VIPs, and they have to escort them to an extraction point; the Terrorists' entire goal is just to eliminate the VIPs. The SEALs can just let the timer run out to win and concentrate on defending the VIPs, or they can try to get them out of there. But they have to protect them—which is obviously much different from Extraction in the first game, because you don't even have to rescue the hostages if you don't want to. Plus, we're keeping the original three gameplay types as well, so we'll have five in total."

Those five types of games will take place over a total of 12 new levels, and the two we saw on our visit were noticeably different from the levels in the first *SOCOM*. In the first level, the SEALs were arrayed along a ridge encircling a valley. In the middle of the valley was a Terrorist installation; the two entrances were boarded up and guarded with manned machine-gun turrets. In the middle of the SEALs was a bomb. The objective? Grab the bomb, run down the hill, blast through the boarded-up entrances, locate a central building, plant the bomb, and then prevent the enemy from defusing it. The ultimate goal was the detonation, but the choke points of the entrances (guarded by machine-gun fire, let's not forget) made for a pretty significant secondary objective. And there were other objectives as well: Take out a radio tower, for example, and the Terrorists lose the ability to call in a devastating air strike.

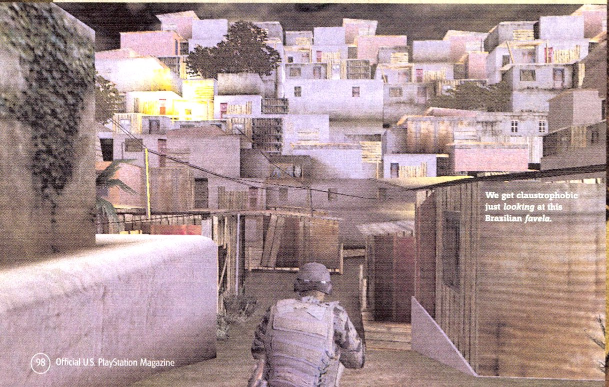
You heard right; we said "air strike." In addition to the new weapons and new mission types in multiplayer, a whole new element has been added. "You'll be able to have a helicopter or jet fly in and attack certain locations on the map," says Sears. "We'll have around three specific targets for the air strikes, and there will be a radio where you can call in these attacks, in a room where you can't really see those targets. So you'll have to use your teammates as spotters."

The other game we participated in was a Demolition mission set in—ready?—an honest-to-God city, complete with multi-level buildings, winding streets, balconies, and stairways. The close-quarters combat made for a *very* different feel than what we're used to from *SOCOM*.



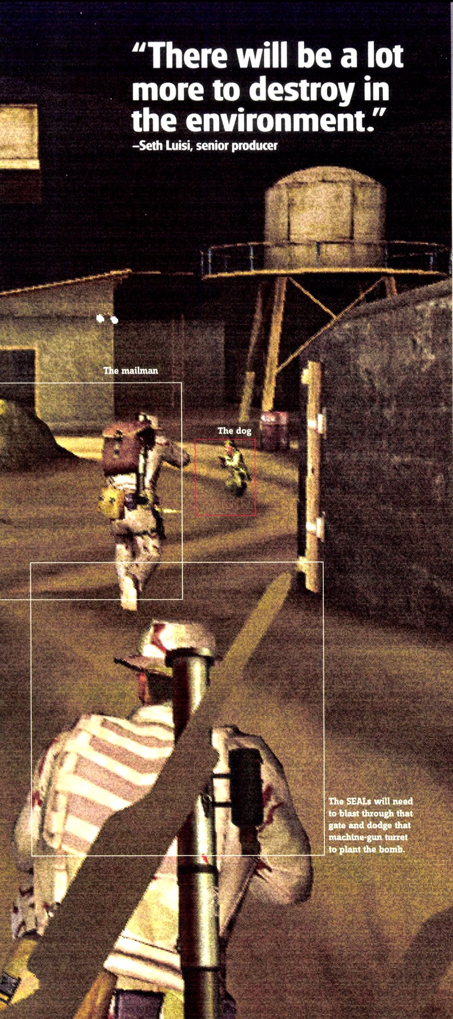
The welcom committee

The doorman

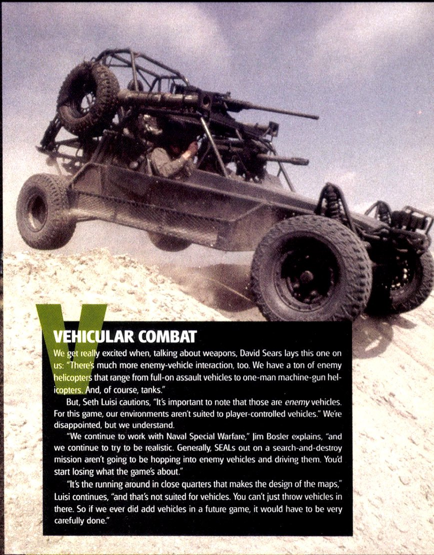


We get claustrophobic just *looking* at this Brazilian *favela*.

> **"There will be a lot more to destroy in the environment."**
> –Seth Luisi, senior producer



The SEALs will need to blast through that gate and dodge that machine-gun turret to plant the bomb.



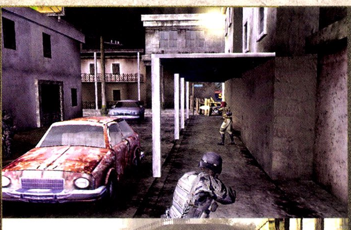
VEHICULAR COMBAT

We get really excited when, talking about weapons, David Sears lays this one on us: "There's much more enemy-vehicle interaction, too. We have a ton of enemy helicopters that range from full-on assault vehicles to one-man machine-gun helicopters. And, of course, tanks."

But, Seth Luisi cautions, "It's important to note that those are *enemy* vehicles. For this game, our environments aren't suited to player-controlled vehicles." We're disappointed, but we understand.

"We continue to work with Naval Special Warfare," Jim Bosler explains, "and we continue to try to be realistic. Generally, SEALs out on a search-and-destroy mission aren't going to be hopping into enemy vehicles and driving them. You'd start losing what the game's about."

"It's the running around in close quarters that makes the design of the maps," Luisi continues, "and that's not suited for vehicles. You can't just throw vehicles in there. So if we ever did add vehicles in a future game, it would have to be very carefully done."



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